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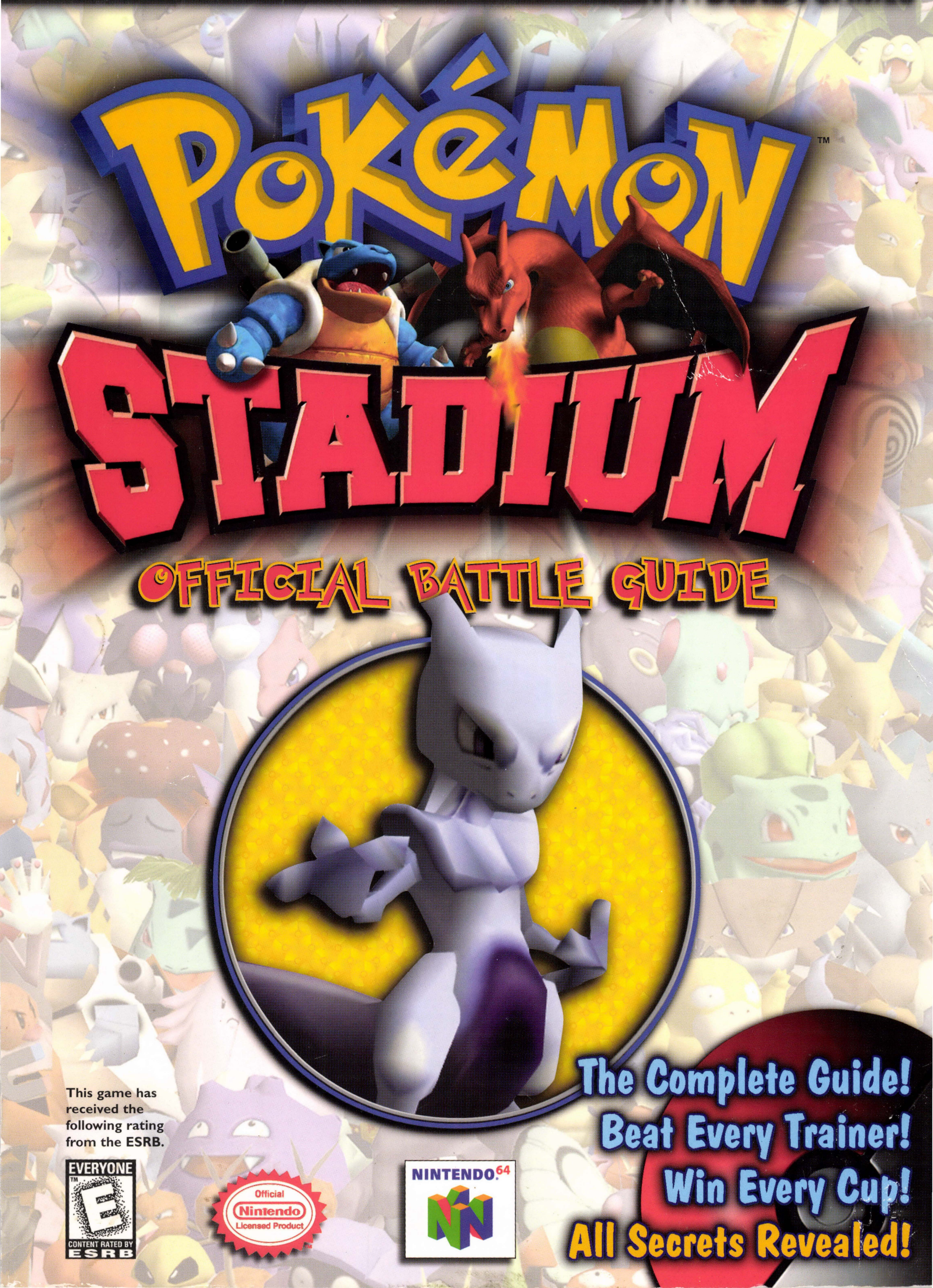
POKéMON™ STADIUM

OFFICIAL BATTLE GUIDE



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Beat Every Trainer!
Win Every Cup!
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Official Nintendo Licensed Product

NINTENDO 64

Pokémon™ Stadium Official Battle Guide

By Jeffery Nelson and Tim Bogenn

Pokémon™ Stadium
Official Battle Guide

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Brady Publishing
An Imprint of
Macmillan USA, Inc.
201 West 103rd Street
Indianapolis, Indiana 46290

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ISBN: 1-56686-974-9

Library of Congress Catalog No.: 99-85896

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 99-1 shows that the first printing of the book occurred in 1999.

04 03 02 01 00 5 4 3 2 1

Manufactured in the United States of America.

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Acknowledgments

BradyGAMES would like to take this opportunity to sincerely thank everyone at Nintendo of America, especially Jennifer Loftus and Juana Tingdale, and the entire NOA Testing Group, especially Randy Shoemake and Kathy Huguenard. Your gracious assistance and expert game knowledge helped us immensely—thank you!

We'd also like to thank Mewtwo™ for its help and cooperation during the many grueling tournament battles.

This book was produced digitally by Macmillan Computer Publishing and manufactured using computer-to-plate technology (a film-less process) by GAC, Indianapolis, Indiana.

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POKÉMON BATTLE STRATEGIES

BUILDING THE BEST TEAM

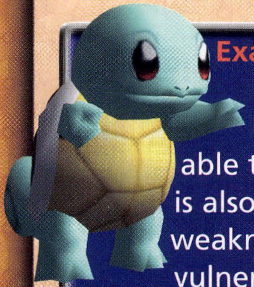
The ability to put together a well-balanced team is the most important skill a Pokémon trainer can have. In most of *Pokémon Stadium's* game modes, you must first build a team of six Pokémon, then select three of them each round. While you can't see which three Pokémon your opponent chooses for battle, the party of six Pokémon from which he or she selects are open for everyone to see. Your safest bet is to always select your three combatants as if you are going up against all six of the other trainer's Pokémon.

Pokémon Types

If you're familiar with the Game Boy Pokémon games, you already know that each Pokémon can be categorized by one or two type specifications. These types determine not only what each Pokémon's strengths and abilities are, they also establish its weaknesses.

Example: A Pikachu (#025) is an Electric type. As such, it is able to learn many Electric type techniques, like Thunder Wave, Thunderbolt, and Thunder. But it also has a few Normal, Poison, and even Psychic abilities. Likewise, the Poison type Nidorina (#030) is able to learn a few Electric techniques, such as Thunder and Thunderbolt. But a Thunder hit from an Electric type like Pikachu deals a whopping 50 percent more damage than from a non-Electric Pokémon like Nidorina. And in the same manner, a Poison technique from Pikachu will never be as damaging as one used by a Nidorina of equal level.

Pikachu is a single-type Pokémon (i.e., regardless of evolution stage, it does not change type), but there are many that fall under two categories. These dual types can be worthwhile additions to your teams since they are able to effectively use techniques from two different camps. On the flip side, the damage caused by a dual type using a same-type technique is only 25 percent higher than the damage caused by a non-matching type using the same technique. But the biggest disadvantage of a dual type is the fact that each type comes with its own weaknesses.



Example: A Water type Pokémon, like Squirtle, is vulnerable to Electric and Grass attacks. If possible, you should not use it in battle against a Pikachu or a Bulbasaur. A Tentacool is a dual Water/Poison type Pokémon. While it is definitely able to learn and use a more diverse set of techniques than the Water-only Squirtle, it is also vulnerable to a larger number of Pokémon. Not only does it have Squirtle's weaknesses against Electric and Grass attacks, it's also more vulnerable to Ground, Psychic, and Bug type techniques.

To see exactly what each type's strengths and weaknesses are, refer to this Combat Chart:

Combat Chart

★ More Effective 👎 Less Effective 🚫 No Effect

Attack Type \ Defending Pokémon Type	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon
Normal													👎	🚫	
Fire		👎	👎		★	★						★	👎		👎
Water		★	👎		👎				★				★		👎
Electric			★	👎	👎				🚫	★					👎
Grass		👎	★		👎			👎	★	👎		👎	★		👎
Ice			👎		★	👎			★	★					★
Fighting	★					★		👎		👎	👎	👎	★	🚫	
Poison					★			👎	👎			★	👎	👎	
Ground		★		★	👎			★		🚫		👎	★		
Flying				👎	★		★					★	👎		
Psychic							★	★			👎				
Bug		👎			★		👎	★		👎	★				
Rock		★				★	👎		👎	★		★			
Ghost	🚫										🚫			★	
Dragon															★

As you can see from the table, there are some types of Pokémon that have many weaknesses, as well as several that have very few.

Pokémon Representatives by Type

MEWTWO
100 OK
HP
372/372
ENG-ARG
100 OK
HP
305/305

Almost any Pokémon in the game can be a powerful fighter and important member of your team, but there are a few that stand out from the rest. Remember that the best Pokémon know attacks of both their own type and of other types. Be sure to use the HMs and TMs you found in your Game Boy Pokémon games to teach your Pokémon new techniques in *Pokémon Stadium's* Pokémon Lab.

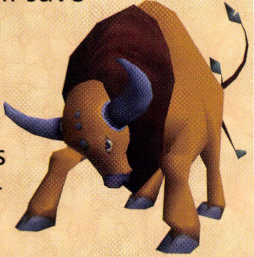
On the following pages is a breakdown of all the Pokémon by type, along with pointers regarding that type's relative strengths and weaknesses and our pick for the best of that type, the "Representative." Use the Pokémon type lists to see which Pokémon belong to the type you're looking for. An asterisk (*) next to a name means that the Pokémon is a dual type.

Normal

#016	Pidgey*	#036	Clefable	#108	Lickitung
#017	Pidgeotto*	#039	Jigglypuff	#113	Chansey
#018	Pidgeot*	#040	Wigglytuff	#115	Kangaskhan
#019	Rattata	#052	Meowth	#128	Tauros
#020	Raticate	#053	Persian	#132	Ditto
#021	Spearow*	#083	Farfetch'd*	#133	Eevee
#022	Fearow*	#084	Doduo*	#137	Porygon
#035	Clefairy	#085	Dodrio*	#143	Snorlax

Normal types have very few weaknesses, but they also lack the damage modifiers of other Pokémon. Still, teach a Normal type techniques from three other types, and it will save the day in more than a few battles.

Normal Representative: Tauros



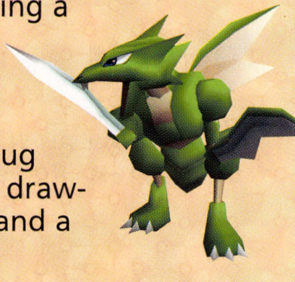
There are quite a few tough Normal Pokémon that are worth your while, but we believe Tauros has the most potential. You can use TMs to teach it techniques like Blizzard, Thunder, Fissure, and Fire Blast to make it into one of the most versatile attackers on your team.

Bug

#010	Caterpie	#014	Kakuna	#048	Venonat*
#011	Metapod	#015	Beedrill*	#049	Venomoth*
#012	Butterfree*	#046	Paras*	#123	Scyther*
#013	Weedle*	#047	Parasect*	#127	Pinsir

Bug Pokémon are good for one thing and one thing only: to battle against Psychic Pokémon. Sadly, most Bugs don't have very good stats and you're probably better off using a Jolteon equipped with the Bug technique Pin Missile.

Bug Representative: Scyther



You can (and probably should) beat *Pokémon Stadium* without ever using a Bug Pokémon, but if you're looking for a reliable combatant, pick Scyther. Its only drawback is that it doesn't really learn any Bug techniques, but it's got good stats and a few decent Normal type attacks.

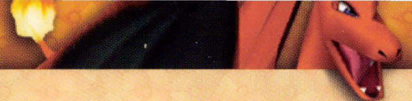
Dragon

#147	Dratini	#148	Dragonair	#149	Dragonite*

Dragons are really vulnerable to only two types: Ice and other Dragon Pokémon. They can be a worthwhile addition to your team, but keep them away from an opponent that knows Blizzard.

Dragon Representative: Dragonite

Dragons are very rare Pokémon, so it's no surprise that only three are currently known. Of the three, Dragonite has the most impressive stats, with higher HP, Attack, Defense, Speed and Special parameters than both Dratini and Dragonair. Since it's a dual Flying type, it is especially weak to Electric attacks.



Electric

#025	Pikachu	#082	Magneton	#125	Electabuzz
#026	Raichu	#100	Voltorb	#135	Jolteon
#081	Magnemite	#101	Electrode	#145	Zapdos*

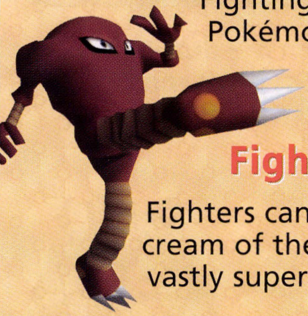
One look at the number of Flying and Water Pokémon that appear in the game and you will understand the importance of Electric types. You need Electrics to counter these two types.

Electric Representative: Jolteon

Jolteon not only packs great stats and powerful Electric attacks like Thunder and Thunder Wave; it's also incredibly fast. But its biggest bonus is that it can learn the Bug technique Pin Missile, an effective attack against Psychic Pokémon. Zapdos is a close second, with high Speed ratings and heavenly stats.

Fighting

#056	Mankey	#066	Machop	#106	Hitmonlee
#057	Primeape	#067	Machoke	#107	Hitmonchan
#062	Poliwrath*	#068	Machamp		



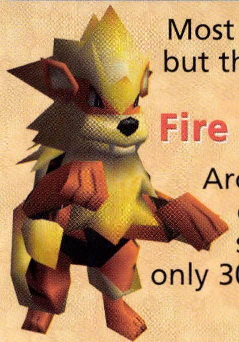
Fighting Pokémon are fast and can take out Normal types much better than other Pokémon, but unless you own one with exceptionally high stats, they simply can't hold their own against the many Flying types and Psychic techniques out there.

Fighting Representative: Hitmonlee

Fighters can take down even the most powerful Normal Pokémon, and Hitmonlee is the cream of the crop. Hitmonchan may learn more interesting techniques, but Hitmonlee's vastly superior Speed and Attack stats make it the best fighter out there.

Fire

#004	Charmander	#038	Ninetales	#078	Rapidash
#005	Charmeleon	#058	Growlithe	#126	Magmar
#006	Charizard	#059	Arcanine	#136	Flareon
#037	Vulpix	#077	Ponyta	#146	Moltres*



Most Fire Pokémon may not be as powerful as their Water or Electric counterparts, but they're great against Grass, Ice, and Bug types.

Fire Representative: Arcanine

Arcanine may not look as spectacular as many of the other Fire types, but it's got good attacks and great stats. If you're looking for something a little faster, stick with Rapidash. Its Horn Drill technique is powerful, though it is effective only 30 percent of the time.

Flying

#006	Charizard*	#041	Zubat*	#142	Aerodactyl*
#012	Butterfree*	#042	Golbat*	#144	Articuno*
#016	Pidgey*	#083	Farfetch'd*	#145	Zapdos*
#017	Pidgeotto*	#084	Doduo*	#146	Moltres*
#018	Pidgeot*	#085	Dodrio*	#149	Dragonite*
#021	Spearow*	#123	Scyther*		
#022	Fearow*	#130	Gyarados*		

Some of the best Pokémon in the game are dual Flying types (like Zapdos or Articuno). However, they can be a real liability when your opponents know Electric techniques, such as the majority of Pokémon in the higher R-2 battles.

Flying Representative: Zapdos

Zapdos is fast and powerful and it's the only Flying type Pokémon that has at least some resilience against Electric attacks. Articuno is a close second and you may also want to consider other dual types like Moltres and Gyarados. The most powerful Flying technique is Sky Attack.

Ghost

#092	Gastly*	#093	Haunter*	#094	Gengar*

As you can see, there are only three Ghost Pokémon in this game, and all of them are dual Poison types. Luckily, the Ghost type doesn't add any weaknesses, only advantages. Ghost types can't be hit by Normal or Fighting techniques, but the fact that they're poisonous makes them very vulnerable to Psychics.

Ghost Representative: Gengar

The cool thing about Ghost Pokémon is that they can easily learn powerful Psychic attacks like Hypnosis and Dream Eater and they're more resilient to Bug Pokémon than pure Poison types (and Psychic types, for that matter). Gengar is definitely the best of the Ghost trio. His stats beat Gastly's and Haunter's on all counts.

Grass

#001	Bulbasaur*	#045	Vileplume*	#071	Victreebel*
#002	Ivysaur*	#046	Paras*	#102	Exeggcute*
#003	Venusaur*	#047	Parasect*	#103	Exeggutor*
#043	Oddish*	#069	Bellsprout*	#114	Tangela
#044	Gloom*	#070	Weepinbell*		

With the exception of Tangela, all Grass Pokémon are dual types, which makes them vulnerable to many attacks. Still, they are strong against Electric Pokémon and can be a good choice against Rock and Water types.

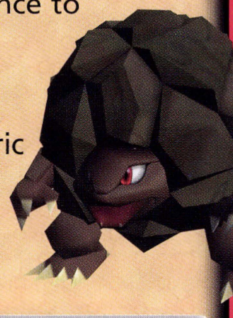
Grass Representative: Exeggutor

You may not want to have a Grass Pokémon on your team, but Exeggutor is certainly the toughest Grass opponent you will face in *Pokémon Stadium*. It has Hit Points galore and when evolved from an Exeggcute at level 48, knows Sleep Powder and Solar Beam. Tangela is also a great choice, mostly because of its Vine Whip technique.

Ground

#027	Sandshrew
#028	Sandslash
#031	Nidoqueen*
#034	Nidoking*
#050	Diglett
#051	Dugtrio
#074	Geodude*
#075	Graveler*
#076	Golem*
#095	Onix*
#104	Cubone
#105	Marowak
#111	Rhyhorn*
#112	Rhydon*

Ground Pokémon don't have a lot to offer as far as attacks and speed go, but they can learn the invaluable Dig technique, one of the best evasive moves in the game. Their resilience to Electric Pokémon makes them a great addition to any well-rounded team.



Ground/Rock Representative: Golem

Golem is a tough foe for most Pokémon, but it's absolutely devastating against Electric types. Use Dig to avoid your opponent's most powerful attacks and Self-Destruct if your HP are low. Dugtrio is a lot faster than Golem, but it's not nearly as powerful.

Ice

#087	Dewgong*
#091	Cloyster*
#124	Jynx*
#131	Lapras*
#144	Articuno*

There are very few Ice Pokémon, and all of them are dual types. While that leaves them open to many attacks, these Pokémon often have some of the best attacks. They are also the premier choice against Dragon Pokémon.

Ice Representative: Cloyster

Many players underestimate this versatile dual type. Evolve it late from a Shellder and its powerful Ice Beam takes out every Flying Pokémon and Dragon with one hit. Another great pick is the legendary bird Articuno.

Poison

#001	Bulbasaur*
#002	Ivysaur*
#003	Venusaur*
#015	Beedrill*
#023	Ekans
#024	Arbok
#029	Nidoran (F)
#030	Nidorina
#031	Nidoqueen*
#032	Nidoran (M)
#033	Nidorino
#034	Nidoking*
#041	Zubat*
#042	Golbat*
#043	Oddish*
#044	Gloom*
#045	Vileplume*
#048	Venonat*
#049	Venomoth*
#069	Bellsprout*
#070	Weepinbell*
#071	Victreebel*
#072	Tentacool*
#073	Tentacruel*
#088	Grimer
#089	Muk
#092	Gastly*
#093	Haunter*
#094	Gengar*
#109	Koffing
#110	Weezing

Poison types don't learn many strong techniques, so most trainers tend to stay away from them. However, if used in combination with Sleep or Stun techniques, Toxic can be one of the most effective techniques in the game.

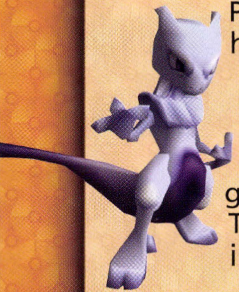
Poison Representative: Weezing

The dual Ghost/Poison types may look cooler, but there is no arguing that Weezing is the most powerful Poison Pokémon. What it lacks in speed, it makes up for with a high Defense rating and ultra-powerful techniques, like Explosion. Be sure to teach it Toxic. Gengar is also a great choice, though it can't Self-Destruct. However, Gengar can use Explosion, which is better than Self Destruct.

Psychic

#063	Abra	#096	Drowzee	#122	Mr. Mime
#064	Kadabra	#097	Hypno	#124	Jynx*
#065	Alakazam	#102	Exeggcute*	#150	Mewtwo
#079	Slowpoke*	#103	Exeggutor*	#151	Mew
#080	Slowbro*	#121	Starmie*		

Psychic types have very few weaknesses and they're devastating against Poison and Fighting Pokémon. They also know some of the best status-altering techniques. Any team should have a Psychic on board; it's as simple as that.



Psychic Representative: Mewtwo

Mewtwo is not only the best Psychic Pokémon; it's also the best overall Pokémon in the game. If you own one, you should make it a member of your team whenever you can. The rare Mew is a close second, followed by Alakazam and Hypno. Good dual types include Jynx and Starmie.

Rock

#074	Geodude*	#111	Rhyhorn*	#140	Kabuto*
#075	Graveler*	#112	Rhydon*	#141	Kabutops*
#076	Golem*	#138	Omanyte*	#142	Aerodactyl*
#095	Onix*	#139	Omastar*		

There are no true Rock Pokémon in Blue, Red, and Yellow; there are only Rock dual types. Sadly, this type mostly adds negatives to a Ground, Water, or Flying Pokémon since there aren't many valuable Rock type techniques these Pokémon can learn.

Ground/Rock Representative: Golem

This dual Rock type Pokémon is super effective when battling Electric challengers. Other Rock types may have superior stats in one area or another, but none are as powerful. If you're facing a powerful opponent, use Dig to avoid the worst attacks. When Golem's HP are low, go out with a devastating bang by using Self-Destruct.

Water

#007	Squirtle	#080	Slowbro*	#121	Starmie*
#008	Wartortle	#086	Seel	#129	Magikarp
#009	Blastoise	#087	Dewgong*	#130	Gyarados*
#054	Psyduck	#090	Shellder	#131	Lapras*
#055	Golduck	#091	Cloyster*	#134	Vaporeon
#060	Poliwag	#098	Krabby	#138	Omanyte*
#061	Poliwhirl	#099	Kingler	#139	Omastar*
#062	Poliwrath*	#116	Horsea	#140	Kabuto*
#072	Tentacool*	#117	Seadra	#141	Kabutops*
#073	Tentacruel*	#119	Seaking		
#079	Slowpoke*	#120	Staryu		

Keep Water types away from Electric and Grass Pokémon. But they are indispensable when battling the game's many Ground and Fire types. Some of the best dual Pokémon in the game are Water types.

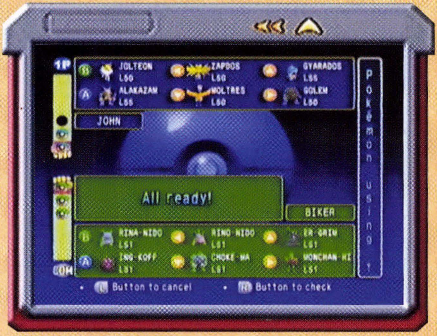
Water Representative: Gyarados

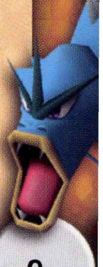
Gyarados may be a dual Flying/Water type Pokémon, but it's still the best in our opinion. You wouldn't use a Water type against an Electric Pokémon anyway, so its weakness to electric attacks isn't really that big of a deal. Raise a Gyarados all the way from a Magikarp to get the best results. Another great Water type is Blastoise. Its offensive stats may not be as good, but it's got much better Defense. Pick Starmie if you're looking for a great Water/Psychic type.

Your Teams

Since each Cup in Pokémon Stadium comes with its own list of rules and restrictions, it's not enough to just level up your six favorite Pokémon to level 100. You will need a wide variety of well-trained Pokémon between the levels of 15-20, 25-30, 50-55, and 1-100. If you plan to enter the Gym Leader Castle with one Level 95 Pokémon, remember to bring five other Pokémon that are at least close to that level. Your computer opponents will match your highest Pokémon's level and assign it to the weakest Pokémon in their groups. For Gym Leader, all of the CPU's Pokémon will be the same as your highest level. For Prime Cup, all CPU Pokémon will be level 100 regardless.

1P
JOHN
BIKER

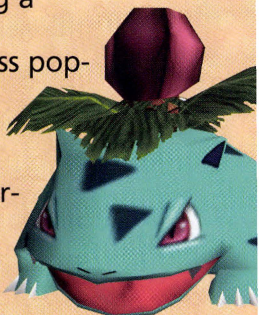

1P
JOLTEON L50
ZAPDOS L50
GYARADOS L55
ALAKAZAM L55
MOLTRES L50
GOLEM L50
JOHN
All ready!
BIKER
RINA-NIDO L51
RINO-NIDO L51
ER-GRIM L51
ING-KOFF L51
CHOKE-MA L51
MONCHAN-HI L51
COM
Pokémon using
Button to cancel
Button to check



The key to succeeding in *Pokémon Stadium* lies in creating a strong and diverse Pokémon team. The following is only one of many standard combinations that should easily get you through the game:

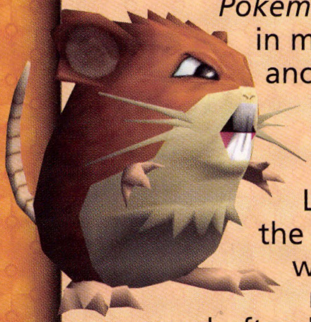
1. Psychic
2. Electric
3. Water or Water/Ice
4. Fire
5. Ground

As your sixth Pokémon, you may wish to bring along a Flying or a Normal type, a Grass type, a Dragon, a second Electric or dual type Psychic, or one of the less popular types like Bug, Fighting, Poison, or Ghost. Experiment with different combinations, but stay away from a team with more than two Pokémon of the same type—or three or more Pokémon vulnerable to the same attacks.



Rental Pokémon

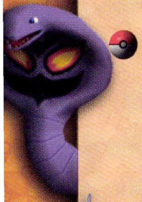
Although you can enjoy the game without owning the Game Boy Pokémon games, *Pokémon Stadium* was primarily designed for gamers who use it in conjunction with *Pokémon Blue*, *Red* or *Yellow*. Rental Pokémon, which are available in most of the modes, can help make your teams more balanced, but they're not nearly as strong as "homegrown" Pokémon. As a matter of fact, a player using rental Pokémon against trained Pokémon uploaded from the Game Boy games has little hope of winning. Likewise, it's pretty much impossible to succeed in the game's R-2 mode with rentals only. Some otherwise powerful Pokémon, like Zapdos, have much weaker stats in their rental incarnation and often lack their strongest techniques.



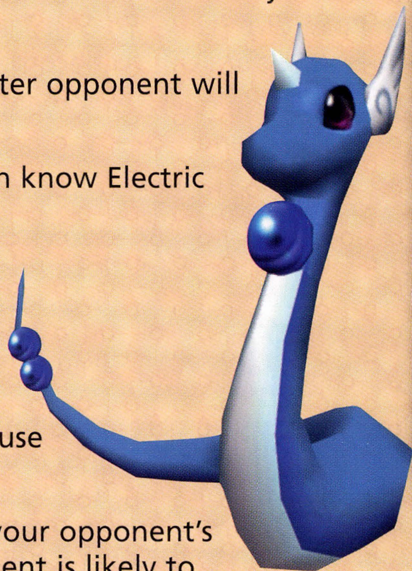
ATTACK STRATEGIES

The best tip we can give you is to know your Pokémon types and which attacks work the best—or use our charts to help you during battle. But before you jump head-on into the Stadium or Gym modes, take a look at these basic strategies:

- Don't underestimate status-changing techniques. Whenever you're facing a weak opponent that poses little threat to your Pokémon, pump up your offensive and defensive stats with moves like Double Team.
- A paralyzed Pokémon not only has a one-in-four chance of immobility; it also becomes slower and will attack second, regardless of its Speed rating. Techniques like Thunder Wave are a must in R-2 Mode.
- Remember that using Teleport, Whirlwind, and Roar doesn't have any effect in *Pokémon Stadium*.
- Stay away from rental Pokémon if you can. Their stats aren't as good as homegrown ones. It's virtually impossible to beat R-2 Mode with rental Pokémon.



- You can't use items in this game to heal yourself, but certain Pokémon can heal themselves with techniques like Recover or Rest. Haze cures all status effects on both Pokémon.
- Teach your Pokémon techniques that don't necessarily pertain to their type. For example, Jolteon with Pin Missile is the most effective opponent against Psychic types.
- Avoid two-part moves that freeze your Pokémon in the second turn unless you're using it to finish off a Pokémon with low HP.
- Explosion and Self-Destruct make for great opening moves against powerful Pokémon.
- Teach TM 19, Seismic Toss, to a high-level Pokémon. It depletes your opponent of HP equal to your Pokémon's level, regardless of type.
- Toxic is a powerful technique to start off with. The damage it causes increases every round.



- Note that if you use many status-modifying moves, your computer opponent will start to do the same.
- Avoid Flying Pokémon when battling in R-2. Too many Pokémon know Electric attacks.
- Instant Battle assigns you random Pokémon, but in the next round, you will receive whatever Pokémon your opponent had last round. Study your Pokémon's moves and their weaknesses to prepare for the next round.
- If you're facing Pokémon that have the ability to Self-Destruct, use Dig or Fly.
- Don't hesitate to switch Pokémon if your type is vulnerable to your opponent's Pokémon. Always switch to an opposing type, since your opponent is likely to have selected a move that's strong against your current Pokémon.
- If your opponent uses Dig, switch to a Flying Pokémon. Likewise, if your opponent uses Fly, then you should Dig.

- Watch out for powerful beam attacks that require your opponent to recharge. This is your chance for a few hits.
- There is only one thing you can do against Wrap, Fire Spin, Clamp or similar moves: switch Pokémon. This will break your opponent's attack and you'll both start at square one.
- Both Pokémon don't have much energy left and your opponent is faster? Quick Attack or Swift can come in handy.
- Swift is the only move that can cause damage to a Pokémon while it's using Fly or Dig.

STADIUM MODE ROUND 1

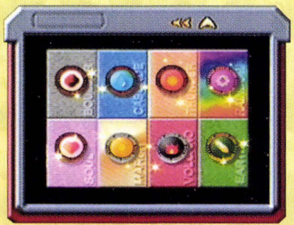
Stadium Mode is the heart of the *Pokémon Stadium* game. This is where the main tournaments are held. Here, you can test the mettle of your Pokémon with four sets of rules.

The Stadium contains four different Cup tournaments, each with its own rules and level limits:

- **Pika Cup (Level 15-20):** A Cup tournament open to the lowest-level Pokémon. Strategy is key here.
- **Petit Cup (Level 25-30):** This tournament is open only to unevolved Pokémon between the levels of 25 and 30.
- **Poké Cup (Level 50-55):** The official Pokémon League tournament for high-level Pokémon. Hone your skills to become the champ.
- **Prime Cup (Level 1-100):** The ultimate tournament without level restrictions. The stronger your Pokémon are, the more exciting the battles.

PETIT CUP LEVEL: 25-30
A tournament with many cute Pokémon, but don't let down your guard -- you will be tested.

The Pika and Petit Cup are perfect for beginners, as they don't last too long and involve only lower-level Pokémon. The more advanced tournaments, the Pokémon Cup and Prime Cup, are each divided into four divisions. These divisions range from the easiest, the Poké Ball division, to the Great Ball and Ultra Ball tournaments, all the way up to the Master Ball division, which can be beaten only by the best trainers.



Players who take part in the tournaments face eight different trainers in each division or cup. Each trainer is the keeper of one badge of increasing difficulty, ranging from the easy Boulder badge to the tough Earth badge. Whenever you beat a trainer, you receive the respective badge for that division or cup and then move on to the next stage.

1P
JOHN
PERFECT
LAB MAN

If you score a perfect win, meaning none of your Pokémon faint during battle, you also earn a continue that lets you retry a battle in case you lose. If you lose and you're out of continues, you have to restart from the first badge in the tournament.

PIKA CUP

Level 15-20 Tournament

POKéMON STADIUM

This beginner's cup is limited to relatively inexperienced Pokémon between the levels of 15 and 20. The total level points of the three Pokémon that engage in battle can't exceed a 50, so you should limit yourself to registering a maximum of two level-20 Pokémon for your party.

Tournament Rules

- Enter with six Pokémon
- Choose three out of six Pokémon
- Levels 15 to 20
- Maximum three-Pokémon level total 50
- No two Pokémon asleep or frozen
- Mew can't attend
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#030	Nidorina	Poison	-
#023	Ekans	Poison	-
#048	Venonat	Bug	Poison
#012	Butterfree	Bug	Flying
#014	Kakuna	Bug	Poison
#046	Paras	Bug	Grass

Suggested Types:

Fire, Psychic

You'll face an unbalanced team of low-level Bug and Poison types. Chances are, you'll encounter two Bug Pokémon and one Poison, so bring two Fire types and one Psychic to score a sure victory.

Round 2: Cascade Badge

Suggested Types:

Psychic, Electric, Water

No.	Pokémon	Type 1	Type 2
#017	Pidgeotto	Normal	Flying
#083	Farfetch'd	Normal	Flying
#069	Bellsprout	Grass	Poison
#002	Ivysaur	Grass	Poison
#041	Zubat	Poison	Flying
#074	Geodude	Rock	Ground

STARMIE
L15 OK
HP 49/ 49
FARFEY
L16 OK
HP 46/ 46

It's up to you whether you want to lead off with a Psychic or an Electric type. You should use a Psychic Pokémon against the three Poison types, Electric against Zubat and the other two Flying Pokémon, and Water against Geodude.

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#061	Poliwhirl	Water	-
#008	Wartortle	Water	-
#129	Magikarp	Water	-
#079	Slowpoke	Water	Psychic
#120	Staryu	Water	-
#033	Nidorino	Poison	-

Suggested Types:

Electric, Psychic

The fact that there is only a single Poison type in this group of Water Pokémon makes this a very easy battle. Your favorite Electric type will easily beat the majority of these Pokémon, but you should also bring a Psychic along in case Nidorino is part of the team.

Round 4: Rainbow Badge

Suggested Types:

Water, Bug

No.	Pokémon	Type 1	Type 2
#038	Ninetales	Fire	-
#058	Growlithe	Fire	-
#027	Sandshrew	Ground	-
#096	Drowzee	Psychic	-
#005	Charmeleon	Fire	-
#037	Vulpix	Fire	-

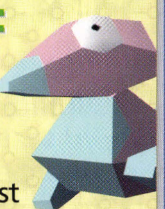
DRATINI
L15 OK
HP 40/ 40
DROWLAR
L15 OK
HP 40/ 40

Another lopsided team—this time it's overloaded with Fire types. A Water or Water/Ice Pokémon will perform beautifully against all the Fire creatures. You could bring a Bug against Drowzee, if you own a strong one. However, an insect is at high risk with all the Fire Pokémon around, so simply bring two reliable non-poisonous Pokémon with powerful attacks.

Round 5: Soul Badge

Suggested Types:

Rock/Ground, Psychic, Electric



Voltorb, Magnemite, and Raichu can't do much against a thick-skinned Ground or Ground/Rock Pokémon, but Ground attacks are devastating for these otherwise dangerous Electric types. A Psychic Pokémon will perform beautifully against Mankey, and Kingler usually faints after a brief encounter with a competent Electric Pokémon. Porygon isn't a serious challenge. Use any Pokémon against this rare creature.

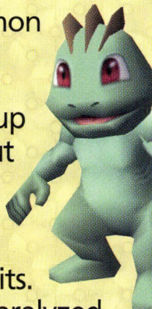
No.	Pokémon	Type 1	Type 2
#100	Voltorb	Electric	-
#081	Magnemite	Electric	-
#137	Porygon	Normal	-
#056	Mankey	Fighting	-
#099	Kingler	Water	-
#026	Raichu	Electric	-

Round 6: Marsh Badge

No.	Pokémon	Type 1	Type 2
#111	Rhyhorn	Ground	Rock
#040	Wigglytuff	Normal	-
#064	Kadabra	Psychic	-
#066	Machop	Fighting	-
#117	Seadra	Water	-
#092	Gastly	Ghost	Poison

Suggested Types:

Psychic, Water, Electric



Start off with a Psychic Pokémon to immediately drive back Machop and Gastly. Rhyhorn won't last long when paired up against a Water Pokémon, but watch out for its surprisingly effective horn attacks. An Electric Pokémon should be able to overcome Seadra quite easily, but Wigglytuff and Kadabra require a few well-placed hits. Be sure to use only the fastest Pokémon against them so that you won't get knocked out or paralyzed before you have the chance to attack.

Round 7: Volcano Badge

Suggested Types:

Electric, Water

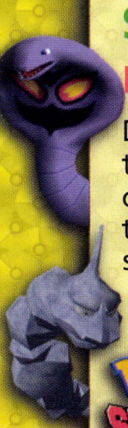
Gyarados is a powerful foe, but a single Electric attack is often enough to kick this Water/ Flying type out of the battle. Dewgong and Tentacruel also dislike electricity, though it may take two hits to get rid of the persistent jellyfish. Water or Ground are the techniques of choice against Arcanine, whereas Mr. Mime and Meowth are best defeated with the help of Seismic Toss or powerful elemental attacks.

No.	Pokémon	Type 1	Type 2
#130	Gyarados	Water	Flying
#122	Mr. Mime	Psychic	-
#059	Arcanine	Fire	-
#073	Tentacruel	Water	Poison
#087	Dewgong	Water	Ice
#052	Meowth	Normal	-

Round 8: Earth Badge

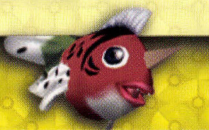
Suggested Types:

Electric, Ice

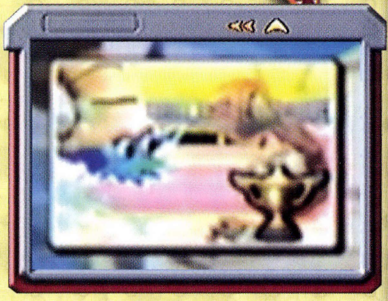


Dragonair can be a tough opponent to beat, but like all Dragon types it can't withstand Ice attacks. Should this trainer use Dragonair, make sure you have an Ice type or a dual Water/Ice type ready for it. The other Pokémon in this group are easily defeated with the help of Electric attacks.

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#080	Slowbro	Water	Psychic
#036	Clefable	Normal	-
#072	Tentacool	Water	Poison
#020	Raticate	Normal	-
#055	Golduck	Water	-



PETIT CUP



Although the Pokémon that can fight in the Petit Cup are more experienced than those in the Pika Cup, there are actually more limitations in this tournament than in the others. This cup is reserved for "cute" Pokémon, which means only young, un-evolved Pokémon that weigh 44 lbs. or less and are 6'8" or smaller can attend.

Level 25-30 Tournament

Tournament Rules

- Limited to 45 Pokémon that appear in the Blue Panels (Qualifying Pokémon) section.
- Enter with six Pokémon
- Choose three out of six Pokémon
- Levels 25-30
- Maximum three-Pokémon level total 80
- Max. HT 6'8" and max. WT 44 lbs.
- Un-evolved Pokémon only
- No two Pokémon asleep or frozen
- Mew can't attend
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon

Qualifying Pokémon

- Bulbasaur
- Charmander
- Squirtle
- Caterpie
- Weedle
- Pidgey
- Rattata
- Spearow
- Ekans
- Pikachu
- Sandshrew
- Nidoran (M)
- Nidoran (F)
- Clefairy
- Vulpix
- Jigglypuff
- Zubat
- Oddish
- Paras
- Diglett
- Meowth
- Psyduck
- Growlithe
- Poliwag
- Abra
- Machop
- Bellsprout
- Geodude
- Magnemite
- Farfetch'd
- Shellder
- Gastly
- Krabby
- Voltorb
- Exeggcute
- Cubone
- Koffing
- Horsea
- Goldeen
- Magikarp
- Ditto
- Eevee
- Omanyte
- Kabuto
- Dratini

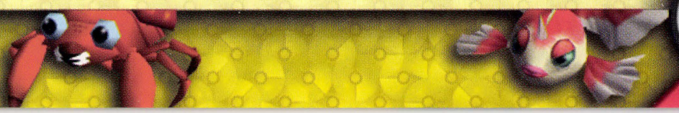
Round 1: Boulder Badge

Suggested Types:

Fire, Psychic

A competent Fire Pokémon or two easily wipes out this first batch of insects and weeds. If you're not sure who else to bring, stick a Psychic type in your team and use it to attack Oddish and Bellsprout. Since they are dual-types, they are equally susceptible to Psychic attacks.

No.	Pokémon	Type 1	Type 2
#010	Caterpie	Bug	-
#013	Weedle	Bug	Poison
#046	Paras	Bug	Grass
#043	Oddish	Grass	Poison
#069	Bellsprout	Grass	Poison
#102	Exeggcute	Grass	Psychic



Round 2: Cascade Badge

Suggested Types:

Psychic, Fire, Electric

Psychics or Ground types perform best against this team since half of the Pokémon in this trainer's lineup are poisonous. You should also bring an Electric type along that you can use against Zubat and Pidgey, as well as a Fire Pokémon in case your Psychic runs into problems with Bulbasaur.

No.	Pokémon	Type 1	Type 2
#016	Pidgey	Flying	-
#019	Rattata	Normal	-
#132	Ditto	Normal	-
#001	Bulbasaur	Grass	Poison
#023	Ekans	Poison	-
#041	Zubat	Poison	Flying

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#074	Geodude	Rock	Ground
#092	Gastly	Ghost	Poison
#100	Voltorb	Electric	-
#090	Shellder	Water	-
#109	Koffing	Poison	-
#102	Exeggcute	Grass	Psychic

Suggested Types:

Psychic, Water, Electric, Fire

A diverse team suggests an equally diverse opposition. Put together a good mix of Water, Electric, Fire, or Psychic Pokémon, and you should be able to lay your hands on the Thunder Badge within minutes.

Round 4: Rainbow Badge

Suggested Types:

Electric, Psychic

With only three standard types of Pokémon, this team is easily beaten if your team is made up of Electric and Psychic Pokémon. You can also use a Flying type against Machop if you're worried that your Psychic Pokémon are too slow to get a hit in against the moderately quick fighter.

No.	Pokémon	Type 1	Type 2
#098	Krabby	Water	-
#116	Horsea	Water	-
#129	Magikarp	Water	-
#066	Machop	Fighting	-
#118	Goldeen	Water	-
#021	Spearow	Flying	-

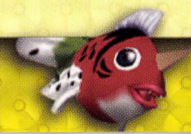
Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#104	Cubone	Ground	-
#058	Growlithe	Fire	-
#052	Meowth	Normal	-
#063	Abra	Psychic	-
#060	Poliwag	Water	-
#039	Jigglypuff	Normal	-

Suggested Types:

Water, Electric

This diverse team combines three of the standard elements with two Normal and a Psychic Pokémon. Since there's no Electric type around, your best bet is to attack with your best Water Pokémon and bring along an Electric type against Poliwag. If you don't feel your Pokémon are powerful enough to deal with a diverse team, be sure to start off with Sleep or Confuse attacks.



Round 6: Marsh Badge

Suggested Types:

Electric, Water, Ground

Although this team looks strong at first sight, the fact that Farfetch'd and Zubat are as weak against lightning as Squirtle makes any Electric type an easy winner. A Water type takes care of Diglett and Charmander, and a Ground Pokémon is the right choice against Magnemite.

No.	Pokémon	Type 1	Type 2
#050	Diglett	Ground	-
#081	Magnemite	Electric	-
#083	Farfetch'd	Normal	Flying
#041	Zubat	Poison	Flying
#004	Charmander	Fire	-
#007	Squirtle	Water	-

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#140	Kabuto	Rock	Water
#025	Pikachu	Electric	-
#037	Vulpix	Fire	-
#035	Clefairy	Normal	-
#039	Jigglypuff	Normal	-
#133	Eevee	Normal	-

Suggested Types:

Fighting, Water, Electric, Ground

Assuming that you don't have Fighting types in your team, a Water/Electric/Ground trio can easily take care of Kabuto, Pikachu, or Vulpix and still have enough energy to go up against the Normal types.

Round 8: Earth

Suggested Types:

Psychic, Ice, Electric

Nidoran Pokémon don't have a chance against a decent Psychic. Dratini and Sandshrew are best defeated using an Ice or Water/Ice type. Considering either Psyduck or Omanyte are likely to be on the team, it's a good idea to have an Electric Pokémon as your third.

No.	Pokémon	Type 1	Type 2
#032	Nidoran (M)	Poison	-
#029	Nidoran (F)	Poison	-
#147	Dratini	Dragon	-
#027	Sandshrew	Ground	-
#054	Psyduck	Water	-
#138	Omanyte	Rock	Water

POKÉ CUP

The Poké Cup is the official Pokémon League tournament. Although 149 Pokémon of all sizes can attend, the 50-55 level window ensures that every battle will be a close one. Unlike the previous two tournaments, the Poké Cup is divided into four different divisions: Poké Ball, Great Ball, Ultra Ball, and Master Ball. At first, only the Poké Ball division is open for battle. Once you beat it, the next division will open, and so on.

Level 50-55 Tournament

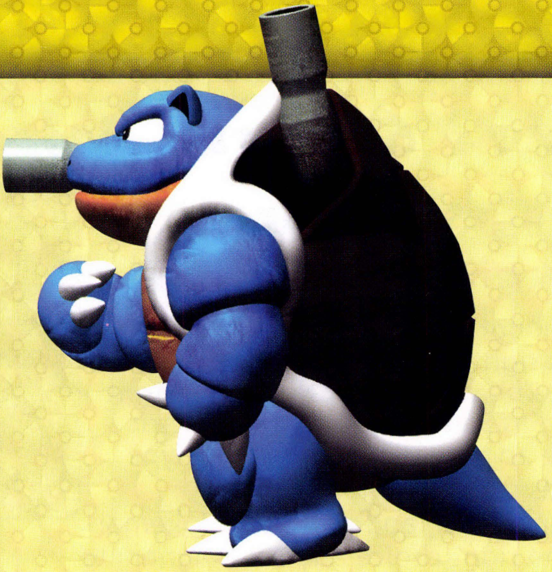
POKé CUP LEVEL: 50-55

The official POKéMON League tournament. Hone your skills to become the champ!

Because of their special status, Mew and its more powerful clone, Mewtwo, are banned from the cup.

Tournament Rules

- Mew and Mewtwo can't attend
- Enter with six Pokémon
- Choose three out of six Pokémon
- Pokémon level from 50 to 55
- Maximum three-Pokémon level total 155
- No two Pokémon asleep or frozen
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon.



POKÉ BALL DIVISION

Round 1: Boulder Badge

Suggested Types:

Psychic, Ground

ALAKAZAM
L50 OK
HP 131/131
CHOP-MA
L52 OK
HP 160/160

If you don't have any eligible Psychic Pokémon of your own to enter into the Poké Cup, you should pick one out from the game's list of rental Pokémon. The tournament's first team has many weaknesses, but a single Psychic type can easily beat it. If you own only one Psychic, bring along a Ground type and a Flying Pokémon, as well.

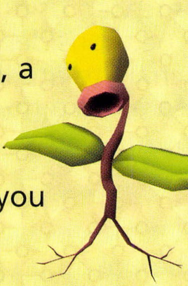
No.	Pokémon	Type 1	Type 2
#032	Nidoran (M)	Poison	-
#029	Nidoran (F)	Poison	-
#023	Ekans	Poison	-
#106	Hitmonlee	Fighting	-
#066	Machop	Fighting	-
#056	Mankey	Fighting	-

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#100	Voltorb	Electric	-
#081	Magnemite	Electric	-
#025	Pikachu	Electric	-
#069	Bellsprout	Grass	Poison
#001	Bulbasaur	Grass	Poison
#043	Oddish	Grass	Poison

Suggested Types:

Ground, Bug

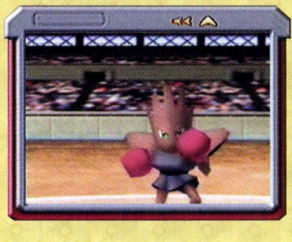


If you've got a Ground, a Fire, and a Psychic Pokémon in your party, select one of each for this battle. If you happen to own a strong Bug between the levels of 50 and 55, good for you. A Bug Pokémon is especially effective against the dual Grass/Poison types. Ground Pokémon are immune to Electric attacks from Voltorb, Magnemite, and Pikachu, so switch to one when these Electric types appear.

Round 3: Thunder Badge

Suggested Types: Psychic, Water, Bug

No.	Pokémon	Type 1	Type 2
#096	Drowzee	Psychic	-
#092	Gastly	Ghost	Poison
#107	Hitmonchan	Fighting	-
#067	Machoke	Fighting	-
#074	Geodude	Rock	Ground
#035	Clefairy	Normal	-

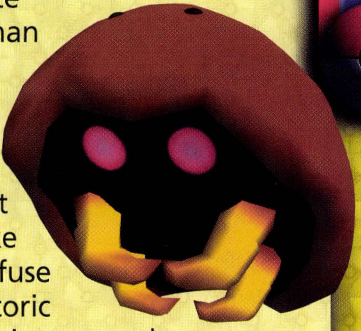


Another team with inherent weaknesses against Psychic Pokémon. Hitmonchan and Machoke, as well as Gastly, stand no chance against a master of Psychic attacks. A Water type would be incredibly effective against Geodude. If you want to bring along a Bug to use against Drowzee, make sure it has a high Speed rating, otherwise your Pokémon will spend most of the time asleep or confused before it can get a hit in.

Round 4: Rainbow Badge

Suggested Types: Electric, Water

No.	Pokémon	Type 1	Type 2
#117	Seadra	Water	-
#120	Staryu	Water	-
#090	Shellder	Water	-
#140	Kabuto	Rock	Water
#104	Cubone	Ground	-
#112	Rhyhorn	Ground	Rock



No questions here: Seadra, Staryu, and Shellder hate nothing more than a quick electric shock or thunderbolt. Any Electric type will do. Don't let Kabuto's bug-like appearance confuse you. This prehistoric Rock/Water type is also best defeated by an Electric Pokémon. Remember to bring a good Water Pokémon for the second half of the team.

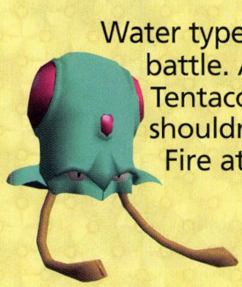
Round 5: Soul Badge

Suggested Types: Ground, Psychic, Electric, Fire

No.	Pokémon	Type 1	Type 2
#092	Gastly	Ghost	Poison
#037	Vulpix	Fire	-
#041	Zubat	Poison	Flying
#118	Goldeen	Water	-
#072	Tentacool	Water	Poison
#012	Butterfree	Bug	-

ALAKAZAM
L50 OK
HP 151/151
GAST-LY
L50 OK
HP 13/115

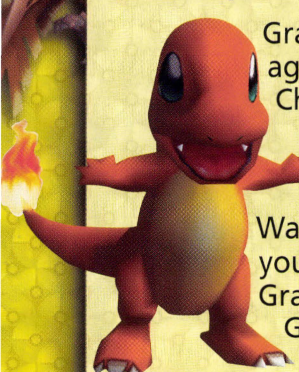
Ground types are strong against both Poison and Fire, so you can use one against Gastly, Vulpix, Zubat, and Tentacool. However, since Tentacool is also a Water type, it would be safer to swap in a Psychic Pokémon for that battle. An Electric Pokémon is also a good choice against Tentacool, and it's equally effective against Goldeen. Butterfree shouldn't put up a strong fight if one of your Pokémon knows a Fire attack, but beware of its Confusion technique.



Round 6: Marsh Badge

Suggested Types:

Water, Grass, Electric



Grass types don't last long against the likes of Charmander and Growlithe, but they are a great choice against Ground and Water types. Chances are, you didn't bring a good Grass Pokémon, so simply use the traditional Electric against Water and Water against Ground and Fire combo.

No.	Pokémon	Type 1	Type 2
#019	Rattata	Normal	-
#058	Growlithe	Fire	-
#104	Cubone	Ground	-
#027	Sandshrew	Ground	-
#004	Charmander	Fire	-
#007	Squirtle	Water	-

Round 7: Volcano Badge

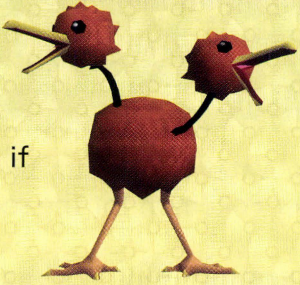
No.	Pokémon	Type 1	Type 2
#063	Abra	Psychic	-
#079	Slowpoke	Water	Psychic
#102	Exeggcute	Grass	Psychic
#085	Doduo	Normal	Flying
#083	Farfetch'd	Normal	Flying
#017	Pidgeotto	Flying	-

Suggested Types:

Electric, Bug, Fire

MOLTRES
L50 OK
HP: 122/185
ABRENZA
L54
HP: 56/125

Four of the six possible Pokémon in this battle are weak against Electric attacks: Slowpoke, Doduo, Farfetch'd, and Pidgeotto. Three out of the six have Psychic abilities, which means they're especially weak against Bugs. Out of those three, Slowpoke and Exeggcute are also susceptible to Fire types, so substitute one for a Bug if you're not into insects.



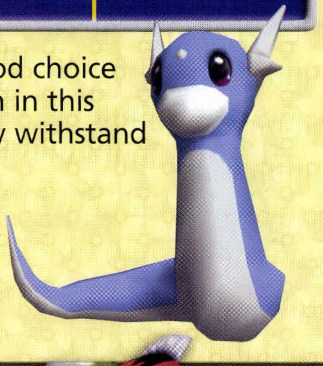
Round 8: Earth Badge

Suggested Types:

Ice, Electric, Psychic, Fire or Ground

Too many different types to keep track of? Use a Pokémon that combines several different types of attacks, such as a Gyarados with Blizzard, Fire, and Lighting. It's not a good choice against Magnemite, but it would perform well against most of the Pokémon in this group. Ice attacks spell easy doom for Dratini, and a Ground type can usually withstand Magnemite's most powerful attacks.

No.	Pokémon	Type 1	Type 2
#147	Dratini	Dragon	-
#086	Seel	Water	-
#132	Ditto	Normal	-
#081	Magnemite	Electric	-
#015	Beedrill	Bug	Poison
#137	Porygon	Normal	-



GREAT BALL DIVISION

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#030	Nidorina	Poison	-
#033	Nidorino	Poison	-
#088	Grimer	Poison	-
#109	Koffing	Poison	-
#067	Machoke	Fighting	-
#107	Hitmonchan	Fighting	-

Suggested Types:

Psychic, Ground, Flying

What an easy victory! All it takes is one quick Psychic type, and not a single one of these six can even get a hit in. But since you're not allowed to humiliate this trainer by entering only one Pokémon, bring along a Ground and a Flying Pokémon for good measure.

Round 2: Boulder Badge

Suggested Types:

Ground, Fire, Psychic

You've got to love these evenly split teams. Three Electric Pokémon and three dual Grass/Poison types. Use Psychic or Fire techniques against the Grass/Poison trio, and Ground attacks like Dig on Magneton, Electabuzz, and Voltorb to emerge victorious in no time.

No.	Pokémon	Type 1	Type 2
#082	Magneton	Electric	-
#125	Electabuzz	Electric	-
#100	Voltorb	Electric	-
#070	Weepinbell	Grass	Poison
#002	Ivysaur	Grass	Poison
#044	Gloom	Grass	Poison

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#096	Drowzee	Psychic	-
#093	Haunter	Ghost	Poison
#061	Poliwhirl	Water	-
#106	Hitmonlee	Fighting	-
#036	Clefable	Normal	-
#075	Graveler	Rock	Ground

Suggested Types:

Psychic, Electric, Water

A Psychic Pokémon will again show its worth in battling Haunter and Hitmonlee. The evolved version of Poliwag, Poliwhirl, is best put out of its misery with the help of some lightning. Finally, Graveler can't swim.

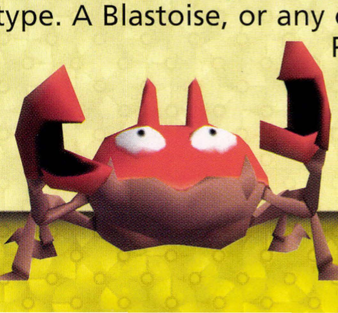
Round 4: Rainbow Badge

Suggested Types:

Electricity, Water

Krabby, Wartortle, Omanyte, and Seadra are all 100% zappable by a Jolteon or a comparable Electric type. A Blastoise, or any other Water Pokémon for that matter, can knock out Graveler and Onix in one hit.

No.	Pokémon	Type 1	Type 2
#098	Krabby	Water	-
#008	Wartortle	Water	-
#138	Omanyte	Rock	Water
#117	Seadra	Water	-
#075	Graveler	Rock	Ground
#095	Onix	Rock	Ground



Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#093	Haunter	Ghost	Poison
#092	Gastly	Ghost	Poison
#119	Seaking	Water	-
#042	Golbat	Poison	Flying
#108	Lickitung	Normal	-
#081	Magnemite	Electric	-

Suggested Types:

Psychic, Electric, Ground

It may seem like Psychic Pokémon are strong against Ghosts, but that's actually not true. They're strong against Poison types. That little fact makes them an even better choice for this battle, since not only Haunter and Gastly pop up, but also the poisonous Golbat. An Electric and a Ground Pokémon round off the team against Seaking and Magnemite.

Round 6: Marsh Badge

Suggested Types:

Water, Fighting

A Water Pokémon puts out Ponyta's Fire and rains on Marowak's and Diglett's parades. If you're having problems against the Normal types, stick a Fighting Pokémon into your team. They're the only ones that have a marked advantage against Normal Pokémon.

No.	Pokémon	Type 1	Type 2
#133	Evee	Normal	-
#077	Ponyta	Fire	-
#105	Marowak	Ground	-
#050	Diglett	Ground	-
#108	Lickitung	Normal	-
#020	Raticate	Normal	-

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#064	Kadabra	Psychic	-
#063	Abra	Psychic	-
#122	Mr. Mime	Psychic	-
#124	Jynx	Ice	Psychic
#018	Pidgeot	Flying	-
#022	Fearow	Normal	Flying

Suggested Types:

Bug, Electric, Fire

Kadabra, Abra, Jynx, and Mr. Mime can make for a frightening team, but chances are you'll see only two of these in the same battle. Although a Bug type can usually handle these Psychic users, you may as well go with your most powerful Pokémon, regardless of type. But please, no Poison or Fighting Pokémon!

Round 8: Earth Badge

Suggested Types:

Ice/Water, Fire, Flying

If you've got an Ice type or a dual Ice/Water type, now is the time to give it a workout. Dragonair can be a real pain, but even a real Dragon can't stand up to a blizzard. The rest of the crew shouldn't be a problem for a good Fire Pokémon and perhaps a Flying type as backup.

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#049	Venomoth	Bug	Poison
#040	Wigglytuff	Normal	-
#047	Parasect	Bug	Grass
#061	Poliwhirl	Water	-
#005	Charmeleon	Fire	-

ULTRA BALL DIVISION

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#024	Arbok	Poison	-
#049	Venomoth	Bug	Poison
#089	Muk	Poison	-
#062	Poliwrath	Water	Fighting
#067	Machoke	Fighting	-
#057	Primeape	Fighting	-

Suggested Types:

Psychic, Fire, Ground

Psychic, Psychic, Psychic—you don't have to be one to figure out what type of Pokémon to use against this unbelievably vulnerable team! If only every Pokémon could have Psychic attacks...

Round 2: Boulder Badge

Suggested Types:

Ground, Fire, Psychic

Electabuzz, Electrode, and Raichu have no chance against a powerful Ground Pokémon. Combined with a Psychic and a Fire type to go up against the Grass and Grass/Poison opposition, this battle should be over in a heartbeat.

No.	Pokémon	Type 1	Type 2
#125	Electabuzz	Electric	-
#101	Electrode	Electric	-
#026	Raichu	Electric	-
#114	Tangela	Grass	-
#045	Vileplume	Grass	Poison
#071	Victreebel	Grass	Poison

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#097	Hypno	Psychic	-
#094	Gengar	Ghost	Poison
#057	Primeape	Fighting	-
#122	Mr. Mime	Psychic	-
#076	Golem	Rock	Ground
#113	Chansey	Normal	-

Suggested Types:

Bug, Psychic, Water

Time to get out the Bug again. Hypno and Mr. Mime will find that all their mental powers are useless against the brute force of an oversized insect. But be sure to also bring along a Psychic of your own. Gengar and Primeape are ready for another lesson. Use Water or Grass against Golem.

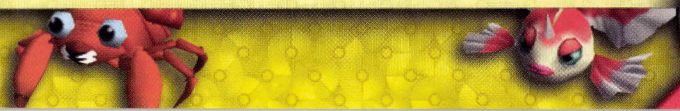
Round 4: Rainbow Badge

Suggested Types:

Electric, Water

Water galore in this unbalanced team that can be taken out by a single Electric Pokémon aided by a Water type. As your third, pick whatever you want; it probably won't see any action this time around.

No.	Pokémon	Type 1	Type 2
#141	Kabutops	Rock	Water
#087	Dewgong	Water	Ice
#009	Blastoise	Water	-
#121	Starmie	Water	Psychic
#076	Golem	Rock	Ground
#051	Dugtrio	Ground	-



Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#094	Gengar	Ghost	Poison
#082	Magneton	Electric	-
#073	Tentacruel	Water	Poison
#126	Magmar	Fire	-
#042	Golbat	Poison	Flying
#091	Cloyster	Water	Ice

Suggested Types:

Electric, Psychic, Ground

This team may look confusing at first sight, but putting together a trio to beat it is pretty straightforward. Stick with an Electric, a Psychic, and a Ground type, and you should be able to effectively combat each type of Pokémon appearing in this battle.

Round 6: Marsh Badge

Suggested Types:

Psychic, Electric, Water

Let a Psychic type Pokémon take on Primeape and Venusaur, then switch to an Electric type for Kingler and Charizard. Should Sandslash appear, simply "Surf" or "Hydro Pump" it out of the battle.

No.	Pokémon	Type 1	Type 2
#053	Persian	Normal	-
#028	Sandslash	Ground	-
#003	Venusaur	Grass	Poison
#006	Charizard	Fire	Flying
#057	Primeape	Fighting	-
#099	Kingler	Water	-

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#065	Alakazam	Psychic	-
#097	Hypno	Psychic	-
#080	Slowbro	Water	Psychic
#142	Aerodactyl	Rock	Flying
#123	Scyther	Bug	Flying
#085	Dodrio	Normal	Flying

Suggested Types:

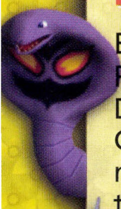
Electric, Bug

An encounter with an Electric Pokémon is the worst thing that could happen to this team of Flying and Psychic types. Use Electric attacks on Slowbro, Aerodactyl, Scyther, and Dodrio. A Bug would perform well against Alakazam and Hypno, but don't give any of the fliers the chance to score a hit against it.

Round 8: Earth Badge

Suggested Types:

Electric, Ice, Fire



Even your best-trained Electric Pokémon may not be able to defeat Dragonite and still be able to battle Golduck and company. Your best bet may be to also bring along an Ice type against this flying Dragon—just in case.

No.	Pokémon	Type 1	Type 2
#149	Dragonite	Dragon	Flying
#127	Pinsir	Bug	-
#136	Flareon	Fire	-
#034	Nidoking	Poison	Ground
#055	Golduck	Water	-
#101	Electrode	Electric	-

MASTER BALL DIVISION

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#110	Weezing	Poison	-
#089	Muk	Poison	-
#031	Nidoqueen	Poison	Ground
#068	Machamp	Fighting	-
#057	Primeape	Fighting	-
#062	Poliwrath	Water	Fighting

Suggested Types:

Psychic

There's no arguing about what type would be best to battle this team. Poison and Fighting are weak against Psychic types. Bring along a Grass Pokémon as extra backup. Or, if you don't use Grass Pokémon, complete the team with an Electric and a Ground Pokémon.

Round 2: Cascade Badge

Suggested Types:

Ground, Bug, Fire

Ground Pokémon will be almost impervious to the attacks of Zapdos, Jolteon, and Electrode, so be sure to bring one along. As for the rest of the team, use either a strong Bug type (which is super-effective against the Grass/Psychic and Grass/Poison Pokémon) or burn the Grass types with the help of Fire techniques.

No.	Pokémon	Type 1	Type 2
#145	Zapdos	Electric	Flying
#135	Jolteon	Electric	-
#101	Electrode	Electric	-
#103	Exeggutor	Grass	Psychic
#114	Tangela	Grass	-
#003	Venusaur	Grass	Poison

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#097	Hypno	Psychic	-
#094	Gengar	Ghost	Poison
#126	Magmar	Fire	-
#068	Machamp	Fighting	-
#124	Jynx	Psychic	Ice
#143	Snorlax	Normal	-

Suggested Types:

Bug, Psychic, Rock

A Bug type helps against the Psychic types, but it's not necessarily essential to beating this team. A Rock type is equally effective against Jynx and can easily hold its own against Magmar. Bring along your Psychic against Gengar and Machamp, too. Watch out for Snorlax; the sleepy Normal type is able to recover its hitpoints by falling asleep. Your best bet against this heavy hitter is to confuse him or lull him to sleep yourself.

Round 4: Rainbow Badge

Suggested Types:

Electric, Water

Use an Electric type against Gyarados, Tentacruel, Starmie, and Omastar, but be aware that Tentacruel often takes more than one hit to defeat. Perhaps it's best that you have a second Pokémon with Electric attacks as backup, accompanied by a Water type, the perfect opposition to Rhydon/Sandslash.

No.	Pokémon	Type 1	Type 2
#130	Gyarados	Water	Flying
#073	Tentacruel	Water	Poison
#121	Starmie	Water	Psychic
#139	Omastar	Rock	Water
#112	Rhydon	Ground	Rock
#028	Sandslash	Ground	-

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#094	Gengar	Ghost	Poison
#093	Haunter	Ghost	Poison
#091	Cloyster	Water	Ice
#038	Ninetales	Fire	-
#142	Aerodactyl	Rock	Flying
#131	Lapras	Water	Ice

Suggested Types:

Electric, Ground, Psychic

Electric attacks are the best way to make Cloyster, Aerodactyl, and Lapras faint. As for the other three, try a Ground type, which is equally effective against Gengar, Haunter, and the fiery Ninetales. A Psychic is a good choice against the Ghost/Poison types, as well.

Round 6: Marsh Badge

Suggested Types:

Water, Fighting, Electric

Water is a no-brainer against Rapidash and Arcanine, as is electricity against Vaporeon. As for the three possible Normal types, use either Fighting Pokémon or bring the fastest Pokémon you have. Tauros, Snorlax, and Kangaskhan can be quite tough, so use status-altering spells to evade their powerful attacks.

No.	Pokémon	Type 1	Type 2
#128	Tauros	Normal	-
#143	Snorlax	Normal	-
#078	Rapidash	Fire	-
#115	Kangaskhan,	Normal	-
#059	Arcanine	Fire	-
#134	Vaporeon	Water	-

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#065	Alakazam	Psychic	-
#064	Kadabra	Psychic	-
#103	Exeggutor	Grass	Psychic
#121	Starmie	Water	Psychic
#006	Charizard	Fire	Flying
#145	Zapdos	Electric	Flying

Suggested Types:

Bug, Electric

Don't use your Bug against Charizard or Zapdos, but a powerful insect is always a safe bet against the Psychic crowd. Exeggutor has a lot of HP, so bring along an extra Fire type just to battle this oddball creature.

Round 8: Earth Badge

Suggested Types:

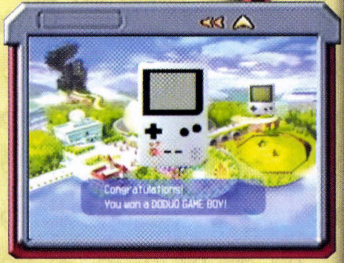
Electric, Ground

This team can be intimidating, but if you use one or two quick Electric types like Jolteon, Zapdos, or Electrode, you should easily be able to defeat Dragonite, Articuno, Moltres, and Lapras. A Ground type should be able to lend valuable support against Jolteon and Moltres.

No.	Pokémon	Type 1	Type 2
#149	Dragonite	Dragon	Flying
#144	Articuno	Ice	Flying
#146	Moltres	Fire	Flying
#135	Jolteon	Electric	-
#128	Tauros	Normal	-
#131	Lapras	Water	Ice

SECRET: DODUO GB TOWER

Once you beat the Poké Cup, you receive a secret upgrade to the Game Boy emulator in the GB Tower section. This extra bonus changes the GB Tower into Doduo GB Tower and adds a Doduo sticker to the Game Boy. The Doduo upgrade lets you speed up the game play of your *Pokémon Blue*, *Red* or *Yellow* when you use it in the GB Tower Mode. It's almost like being able to use the bicycle everywhere—even inside buildings!

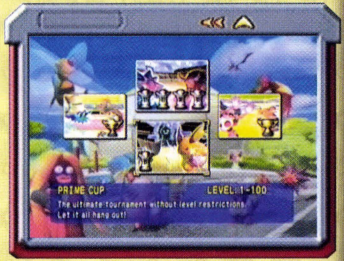


Congratulations!
You won a DODUO GAME BOY!

PRIME CUP

The ultimate tournament without level restrictions. You can finally bring all your best Pokémon, even a Level 100 Mewtwo! Be careful, though; your opponents' Pokémon will be level 100, so don't put together a team with huge level differences. Like the Poké Cup, the Prime Cup is split up into four different tournaments.

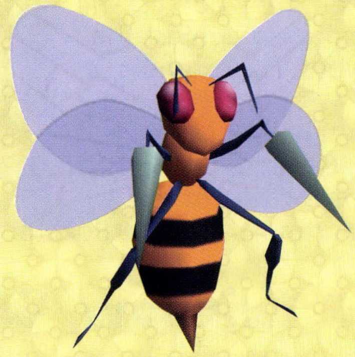
Level 1- 100 Tournament



PRIME CUP LEVEL: 1-100
The ultimate tournament without level restrictions.
Let it all hang out!

Tournament Rules

- Open to all Pokémon
- Enter with six Pokémon
- Choose three out of six Pokémon
- No level restrictions
- No two Pokémon asleep or frozen
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon



POKÉ BALL DIVISION

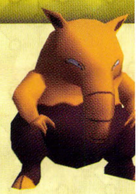
Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#046	Paras	Bug	Grass
#010	Caterpie	Bug	-
#013	Weedle	Bug	Poison
#129	Magikarp	Water	-
#058	Growlithe	Fire	-
#004	Charmander	Fire	-

Suggested Types:

Rock, Fire, Water

Rock Pokémon are ideal against this trainer's lineup of Bugs and Fire types. Alternatively, you can also use Fire or Flying Pokémon against the Bugs, and a Water Pokémon against Growlithe and Charmander. Magikarp is no serious competition. You can easily beat it with your Water, Flying, or Rock type, as well.



Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#023	Ekans	Poison	-
#096	Drowzee	Psychic	-
#088	Grimer	Poison	-
#060	Poliwag	Water	-
#138	Omanyte	Rock	Water
#029	Nidoran (F)	Poison	-

Suggested Types:

Psychic, Electric, Bug

Any Psychic type can subdue Nidoran, Ekans, and Grimer. Use an Electric type against the un-evolved Poliwag and Omanyte. Drowzee rarely appears, but a Bug will do well against it, as usual.

Round 3: Thunder Badge

Suggested Types:

Psychic, Rock/Ground, Ice

Though this trainer picked a couple of nimble Pokémon, they don't stand a chance when matched against the right opposing types. For example, a Psychic Pokémon with one Psywave or Psychic hit can take out Mankey and Machop. Ice, Ground, and Electric attacks can defeat the rest of the team, so bring your most versatile Pokémon.

No.	Pokémon	Type 1	Type 2
#056	Mankey	Fighting	-
#066	Machop	Fighting	-
#140	Kabuto	Rock	Water
#025	Pikachu	Electric	-
#019	Rattata	Normal	-
#104	Cubone	Ground	-

Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#074	Geodude	Rock	Ground
#126	Magmar	Fire	-
#086	Seel	Water	-
#118	Goldeen	Water	-
#098	Krabby	Water	-
#032	Nidoran (M)	Poison	-

Suggested Types:

Electric, Water, Psychic

The most important contestant against this team is obviously an Electric type, since Seel, Goldeen, and Krabby all fear electricity. A Water type works well against Geodude and Magmar, and a Psychic Pokémon is the right choice against Nidoran.

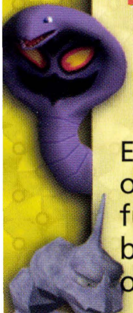
Round 5: Soul Badge

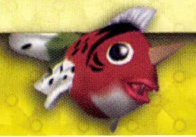
Suggested Types:

Electric, Bug, Psychic, Fire, Ice

Squirtle, Psyduck, and Horsea take only one Thunder hit from an Electric type and they're knocked out. A Bug type is especially powerful against Oddish and Bulbasaur, but their dual type also leaves them open to attacks from Psychic, Fire, or Ice Pokémon.

No.	Pokémon	Type 1	Type 2
#043	Oddish	Grass	Poison
#001	Bulbasaur	Grass	Poison
#007	Squirtle	Water	-
#054	Psyduck	Water	-
#116	Horsea	Water	-
#133	Eevee	Normal	-





Round 6: Marsh Badge

No.	Pokémon	Type 1	Type 2
#063	Abra	Psychic	-
#041	Zubat	Poison	Flying
#016	Pidgey	Normal	Flying
#021	Spearow	Normal	Flying
#084	Doduo	Normal	Flying
#092	Gastly	Ghost	Poison

Suggested Types:

Electric, Psychic, Ice

Zap Zubat, Pidgey, Spearow, and Doduo with a decent Electric type, or subject them to extreme cold to send them to the floor. Then bring in a Psychic against Gastly, and a Bug against Abra.

Round 7: Volcano Badge

Suggested Types:

Electric, Water/Ice

Your Electric Pokémon is again the most powerful choice against this team. An Ice Pokémon is also a worthy addition to your team, as it can defeat both the Dragon type, Dratini, and the Grass types, Tangela and Bellsprout. A dual Water/Ice type comes in handy against Vulpix, as well.

No.	Pokémon	Type 1	Type 2
#090	Shellder	Water	-
#037	Vulpix	Fire	-
#114	Tangela	Grass	-
#072	Tentacool	Water	Poison
#069	Bellsprout	Grass	Poison
#147	Dratini	Dragon	-

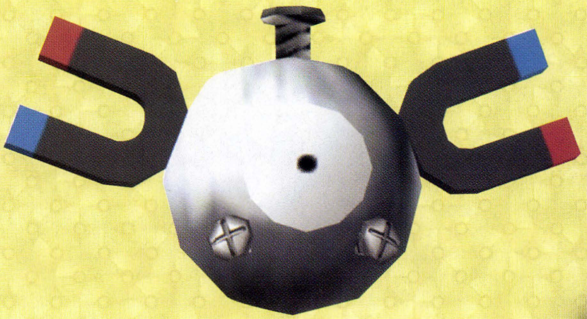
Round 8: Earth Badge

No.	Pokémon	Type 1	Type 2
#136	Flareon	Fire	-
#079	Slowpoke	Water	Psychic
#050	Diglett	Ground	-
#108	Lickitung	Normal	-
#052	Meowth	Normal	-
#081	Magnemite	Electric	-

Suggested Types:

Ice, Electric, Rock/Ground

Lickitung and Meowth are really only vulnerable to Fighting Pokémon, but most trainers prefer to use more resilient types, like Rock/Ground or fast Electric Pokémon instead. The rest of the team is a no-brainer: Rock/Ground against Flareon and Magnemite, Ice against Diglett, and Electric against Slowpoke.



GREAT BALL DIVISION

Round 1: Boulder Badge

Suggested Types:

Fire, Flying, Water or Electric

Fire and Flying Pokémon fare especially well against the many Bug types in this gang. You should also consider bringing either a Water or an Electric type, just in case Charmeleon is chosen for battle.

No.	Pokémon	Type 1	Type 2
#047	Parasect	Bug	Grass
#011	Metapod	Bug	-
#014	Kakuna	Bug	Poison
#005	Charmeleon	Fire	-
#039	Jigglypuff	Normal	-
#048	Venonat	Bug	Poison

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#097	Hypno	Psychic	-
#061	Poliwhirl	Water	-
#027	Sandshrew	Ground	-
#109	Koffing	Poison	-
#030	Nidorina	Poison	-
#089	Muk	Poison	-

Suggested Types:

Ground, Psychic, Bug

Next, you'll face a poisonous crew with Psychic, Water, and Ground backup. Use any of the suggested types, or stick an extra Electric Pokémon in your group if you're worried about Poliwhirl.

Round 3: Thunder Badge

Suggested Types:

Psychic or Flying, Ground, Water

A single, strong Psychic may be enough to put away this team. Psychic attacks instantly knock out the fighters, but you can also use a Flying type if you're craving variety. Electric types are weak against Ground Pokémon, and a Water type best defeats Marowak.

No.	Pokémon	Type 1	Type 2
#100	Voltorb	Electric	-
#057	Primeape	Fighting	-
#067	Machoke	Fighting	-
#026	Raichu	Electric	-
#106	Hitmonlee	Fighting	-
#105	Marowak	Ground	-

Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#075	Graveler	Rock	Ground
#035	Clefairy	Normal	-
#077	Ponyta	Fire	-
#119	Seaking	Water	-
#099	Kingler	Water	-
#032	Nidoran (F)	Poison	-

Suggested Types:

Electric, Water, Grass

The Water Pokémon are easily defeated with a bit of electricity. The others shouldn't give you much trouble, but just in case, have a Water Pokémon in the team to get rid of Graveler.

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#044	Gloom	Grass	Poison
#070	Weepinbell	Grass	Poison
#002	Ivysaur	Grass	Poison
#055	Golduck	Water	-
#008	Wartortle	Water	-
#117	Seadra	Water	-

Suggested Types:

Fire, Electric, Bug

An evenly distributed team makes for an easy game. Burn the Poison weeds and electrocute the Water Pokémon. But don't forget to switch when facing an opposing type. You don't want a Water Pokémon attacking your Fire type.

Round 6: Marsh Badge

Suggested Types:

Electric, Ground or Psychic

It's a good idea to bring a Psychic along in case you face Haunter or Beedrill. But your main focus should be Electric types to knock out the four Flying types.

No.	Pokémon	Type 1	Type 2
#083	Farfetch'd	Normal	Flying
#130	Gyarados	Water	Flying
#017	Pidgeotto	Normal	Flying
#022	Fearow	Normal	Flying
#015	Beedrill	Bug	Poison
#093	Haunter	Ghost	Poison

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#120	Staryu	Water	-
#064	Kadabra	Psychic	-
#137	Porygon	Normal	-
#113	Chansey	Normal	-
#003	Venusaur	Grass	Poison
#102	Exeggcute	Grass	Psychic

Suggested Types:

Fire, Bug

It's very likely that you'll encounter either Venusaur or Exeggcute (or both), so bring a Fire Pokémon. Almost any Pokémon can take out Porygon, but it's got an annoying habit of healing itself. You need to be quick or put it to sleep. High level Chanseys can have a huge number of HP—up to around 650. The battle isn't tough, but it will take a while.

Round 8: Earth Badge

Suggested Types:

Ice/Water

Any mix will do here, but you should bring an Ice/Water type against Dragonair and Rhyhorn. Thunder can't hurt Cloyster, and a Ground type may be necessary to get rid of Magneton—or you could try to knock both out with a Psychic.

No.	Pokémon	Type 1	Type 2
#111	Rhyhorn	Ground	Rock
#082	Magneton	Electric	-
#146	Moltres	Fire	Flying
#091	Cloyster	Water	Ice
#148	Dragonair	Dragon	-
#115	Kangaskhan	Normal	-

ULTRA BALL DIVISION

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#122	Mr. Mime	Psychic	-
#012	Butterfree	Bug	Flying
#059	Arcanine	Fire	-
#132	Ditto	Normal	-
#040	Wigglytuff	Normal	-
#049	Venomoth	Bug	Poison

Suggested Types:

Fire, Electric, Water

Any type mixture is bound to work well against this group. Fire against Venomoth, Electricity against Butterfree, Water against Fire. The best advice is probably to just go with your best.

MEWTWO
MR.MIME

Round 2: Cascade Badge

Suggested Types:

Psychic, Water/Ice, Electric

A team comprised of a Psychic and a dual Water/Ice type has an easy game against this vulnerable team of Poison and Ground types. Ice works great against the Ground Pokémon, and ditto for Psychic against the Poison types. An Electric Pokémon is a good choice as your third, in case Omastar takes part in the battle.

No.	Pokémon	Type 1	Type 2
#110	Weezing	Poison	-
#031	Nidoqueen	Poison	Ground
#024	Arbok	Poison	-
#095	Onix	Rock	Ground
#028	Sandslash	Ground	-
#139	Omastar	Rock	Water

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#107	Hitmonchan	Fighting	-
#068	Machamp	Fighting	-
#123	Scyther	Bug	Flying
#101	Electrode	Electric	-
#020	Raticate	Normal	-
#062	Poliwrath	Water	Fighting

Suggested Types:

Psychic, Electric, Ground

A well-trained Psychic Pokémon will quickly prove itself as the superstar of this battle. If you're running low on HP, switch to an Electric type, not only for Scyther, but also the dual type Poliwrath. Electrode can be a pain if you don't have a Ground type on the team, so take that into consideration.

Round 4: Rainbow Badge

Suggested Types:

Psychic

There's a lot of variety in this team. Grab your best, perhaps a Water/Fire team, and switch them out when opposing types appear. If you don't have a type that's strong against a certain Pokémon, use the Psychic (but not against Pinsir, please).

No.	Pokémon	Type 1	Type 2
#076	Golem	Rock	Ground
#036	Clefable	Normal	-
#087	Dewgong	Water	Ice
#078	Rapidash	Fire	-
#127	Pinsir	Bug	-
#034	Nidoking	Poison	Ground

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#045	Vileplume	Grass	Poison
#071	Victreebel	Grass	Poison
#112	Rhydon	Ground	Rock
#073	Tentacruel	Water	Poison
#009	Blastoise	Water	-
#131	Lapras	Water	Ice

Suggested Types:

Electric, Fire, Water/Ice

This battle is a bit easier to plan ahead than the last one. Burn or freeze the Grass/Poison types, and shock the Water Pokémon. This battle won't last long if you know when to switch types.

Round 6: Marsh Badge

Suggested Types:

Electric, Psychic

You'll have a great time if you bring a strong Electric Pokémon or two. An additional Psychic is great against Gengar. If you don't have two Electric types, bring a Rock Pokémon—they are strong against the fliers, as well.

No.	Pokémon	Type 1	Type 2
#085	Dodrio	Normal	Flying
#006	Charizard	Fire	Flying
#018	Pidgeot	Normal	Flying
#042	Golbat	Poison	Flying
#145	Zapdos	Electric	Flying
#094	Gengar	Ghost	Poison

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#125	Electabuzz	Electric	-
#134	Vaporeon	Water	-
#053	Persian	Normal	-
#051	Dugtrio	Ground	-
#141	Kabutops	Rock	Water
#103	Exeggutor	Grass	Psychic

Suggested Types:

Electric, Fire, Ground, Poison

This team features almost every type. You could bring a Fire type against Exeggutor and Dugtrio, an Electric against Vaporeon and Kabutops, and a Ground type against Electabuzz. Try to burn or poison Electabuzz early on, as it will make itself very hard to hit within a few moves. This way, its hitpoints will go down steadily, even if you miss. This trainer tends to pick Exeggutor as his first Pokémon. Poison it with Toxic or burn it with all you have, as it's powerful enough to cause even Mewtwo some trouble.

Round 8: Earth Badge

Suggested Types:

Electric, Water, Ground

Choose an Electric type to go up against Slowbro, Dragonite, and Aerodactyl. Use the Water type against Ninetales and the Ground Pokémon against Jolteon. Congratulations, you have beaten the Ultra Ball division!

No.	Pokémon	Type 1	Type 2
#135	Jolteon	Electric	-
#038	Ninetales	Fire	-
#080	Slowbro	Water	Psychic
#149	Dragonite	Dragon	Flying
#142	Aerodactyl	Rock	Flying
#143	Snorlax	Normal	-

MASTER BALL DIVISION

Round 1: Boulder Badge

Suggested Types:

Fire, Water

Fire and Water Pokémon are no-brainers here. Even Pinsir and Magmar don't last long if they're attacked with Blizzard and a comparably strong Fire technique. If you own a strong Fighting type, use it against the Normal types.

No.	Pokémon	Type 1	Type 2
#127	Pinsir	Bug	-
#015	Beedrill	Bug	Poison
#136	Flareon	Fire	-
#126	Magmar	Fire	-
#020	Raticate	Normal	-
#115	Kangaskhan	Normal	-

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#124	Jynx	Ice	Psychic
#076	Golem	Rock	Ground
#042	Golbat	Poison	Flying
#142	Aerodactyl	Rock	Flying
#053	Persian	Normal	-
#071	Victreebel	Grass	Poison

Suggested Types:

Electric, Water, Fire

Facing a Flying Pokémon? Electricity is just the right thing to send Golbat and Aerodactyl packing. Burn Victreebel and flush away the Rock types with Surf or Hydro Pump.

Round 3: Thunder Badge

Suggested Types:

Psychic, Ice, Ground

The fighters are all very quick, so you need a fast Psychic to handle them. Watch out for the dual type Nidoqueen. Her Earthquakes and Surf attacks can be very damaging. If your Psychic loses, remember that Ice is also effective against Nidoqueen and it helps to take out Scyther, as well.

No.	Pokémon	Type 1	Type 2
#068	Machamp	Fighting	-
#123	Scyther	Bug	Flying
#106	Hitmonlee	Fighting	-
#057	Primeape	Fighting	-
#031	Nidoqueen	Poison	Ground
#135	Jolteon	Electric	-

Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#128	Tauros	Normal	-
#080	Slowbro	Water	Psychic
#051	Dugtrio	Ground	-
#009	Blastoise	Water	-
#024	Arbok	Poison	-
#149	Dragonite	Dragon	Flying

Suggested Types:

Water/Ice, Electric

Your Water/Ice type will cause very high damage against Dragonite, as well as Dugtrio. Use an Electric Pokémon against Blastoise and Slowbro. You may also want to bring along a Psychic against Arbok, or a strong Fighting type against Tauros.

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#121	Starmie	Water	Psychic
#087	Dewgong	Water	Ice
#139	Omastar	Rock	Water
#062	Poliwrath	Water	Fighting
#003	Venusaur	Grass	Poison
#103	Exeggutor	Grass	Psychic

Suggested Types:

Electric, Fire

Don't let the dual-type nature of these Pokémon confuse you. This is a Water-heavy team with some Grass backup. Zap 'n' burn.

ARCANINE
100 OK
HP 324/324
EGGUSTANCE
100 OK
HP 297/345

Round 6: Marsh Badge

Suggested Types:

Electric

A team made up of six fliers—and even three legendary ones. If you don't have enough Electric Pokémon, you can also bring Ice and Rock Pokémon. But don't forget about these Pokémon's secondary types. Try to have Zapdos or Jolteon as your first Pokémon, as they're usually really fast and will let you attack first most of the time.

No.	Pokémon	Type 1	Type 2
#144	Articuno	Ice	Flying
#146	Moltres	Fire	Flying
#145	Zapdos	Electric	Flying
#006	Charizard	Fire	Flying
#018	Pidgeot	Normal	Flying
#022	Fearow	Normal	Flying

Round 7: Volcano Badge

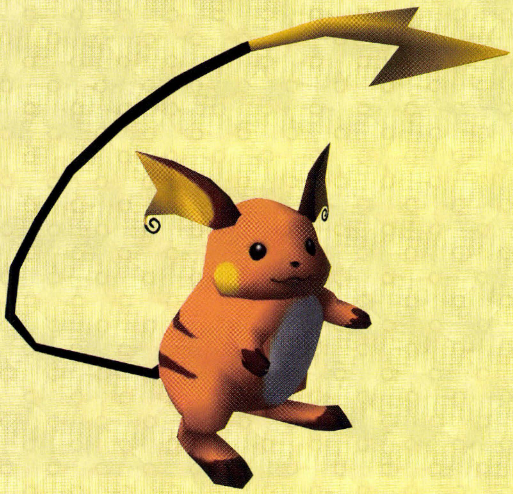
No.	Pokémon	Type 1	Type 2
#065	Alakazam	Psychic	-
#132	Ditto	Normal	-
#094	Gengar	Ghost	Poison
#078	Rapidash	Fire	-
#131	Lapras	Water	Ice
#026	Raichu	Electric	-

Suggested Types:

Ground, Electric

Try this combination: Electric vs. Lapras and Ground vs. Raichu and Rapidash. Watch out for Alakazam. It is able to replenish its hit-points and deals out some fairly powerful attacks.

MEWTWO
100 OK
HP 372/372
PRAS-LA
100 OK
HP 180/415

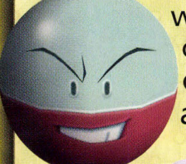


Round 8: Volcano Badge

Suggested Types:

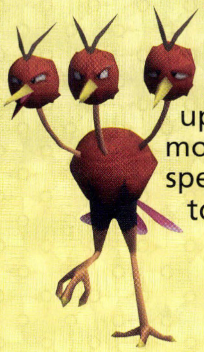
Water, Bug, Electric, Water

No.	Pokémon	Type 1	Type 2
#151	Mew	Psychic	-
#101	Electrode	Electric	-
#143	Snorlax	Normal	-
#091	Cloyster	Water	Ice
#112	Rhydon	Ground	Rock
#059	Arcanine	Fire	-



You bet Mew will be part of this trainer's team! Jolteon does well against Mew because of its high speed, plus it can use Pin Missile, a Bug attack, to great effect. Water, on the other hand, does well against Rhydon and Arcanine. Electric attacks take out the Water/Ice type Cloyster. Please remember not to use a Water Pokémon against Snorlax for too long. Chances are, it'll use a Thunder attack and defeat it in one hit.

SECRET: DODRIO GB TOWER



Once you beat the Prime Cup (and you have already beaten the Poké Cup), you will receive the second upgrade to the GB Tower Mode. This new Dodrio Hyper Mode speeds up the gameplay in the Game Boy Mode even more. You can now select from three different speed levels and literally warp from one town to the other!

The GAME BOY in the GB TOWER went hyper!

THE BATTLE AGAINST MEWTWO

After you've beaten your rival in the Gym Leader Castle and gotten trophies in all 10 tournaments in the Stadium Mode, the map screen will turn to a night scene and a bonus tournament will open up in which you battle against the psychic powerhouse Mewtwo, #150.

Unlike previous battles, you can use all six of your Pokémon against this strong opponent.

No.	Pokémon	Type 1	Type 2
#150	Mewtwo	Psychic	--

ZAPDOS
100 OK
HP 95/332
MEWTWO
100 OK
HP 10/385

NIDOKING
100 OK
HP 338/338
MEWTWO
100 OK
HP 10/385

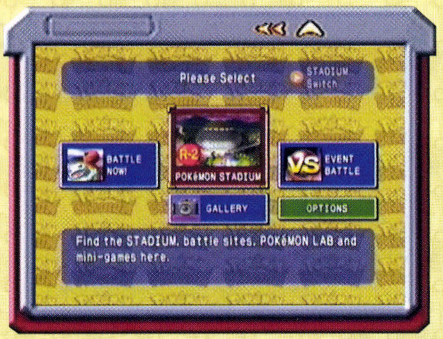
Suggested Types:

Bug, Psychic, Normal

Apart from an ultra-powerful Bug Pokémon, there aren't many contenders out there that can take on the genetically engineered psychic fighter—apart from another Mewtwo, of course! Mewtwo knows Psychic, Blizzard, Thunderbolt, and Rest. If you don't own said super-Bug, your best bet to beat Mewtwo is to attack it with another Mewtwo and bring down its HP with Normal attacks. You can also try to badly poison Mewtwo with Toxic. Other good choices for your team include a Jolteon that knows Pin Missile and a high-level Chansey with Seismic Toss and Hard Boiled. Once Mewtwo's hitpoints are at around 100, use the most powerful attack you've got, even if it freezes you for the next turn. If you don't take out Mewtwo with the next hit, it will sometimes use Rest and regain the majority of its HP.

SECRET: R-2 MODE

Defeat Mewtwo and you will see the final credits sequence, which will unlock the harder R-2 Mode and all new battles. You can toggle between R-2 and R-1 Mode at the start-up screen.



Find the STADIUM, battle sites, POKéMON LAB and mini-games here.

STADIUM MODE ROUND 2

The STADIUM where tournaments are held. Test the mettle of your Pokémon with four sets of rules.

The R-2 (Round 2) Stadium Mode is playable once you have beaten all the Round 1 Stadium challenges and the Gym Leader Castle and Mewtwo.

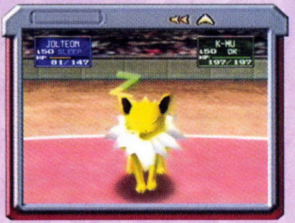
Like the regular mode, Stadium R-2 contains four different Cup challenges, each with its own rules and level limits:

- **Pika Cup (Level 15-20):** A Cup tournament open to the lowest-level Pokémon.
- **Petit Cup (Level 25-30):** This tournament is only open to smaller Pokémon between the levels of 25 and 30.
- **Poké Cup (Level 50-55):** The official Pokémon League tournament for high-level Pokémon.
- **Prime Cup (Level 1-100):** The ultimate tournament without level restrictions.

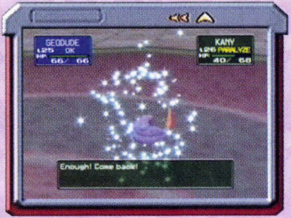
POKé CUP
LEVEL: 50-55

The official POKéMON League tournament. Hone your skills to become the champ!

The big difference between R-1 and R-2 is that the latter features Pokémon that are much better trained. Whereas a Flying type Pokémon only really had to fear lightning attacks from Electric type Pokémon in R-1, a lot of the non-Electric Pokémon now know lightning techniques in R-2. But that's not all. R-2 Pokémon also use status-changing attacks to better effect.



A popular strategy of the R-2 trainers is to start off with 1) a Sleep or Confusion spell, 2) evasive techniques that make the Pokémon hard to hit, or 3) Wrap attacks that prevent the player's Pokémon from moving.



Enough! Come back!

Whereas most of the switching in R-1 was random, R-2 trainers won't hesitate to pull out their Pokémon when it has little chance of succeeding against your Pokémon's type. This can lead to an ongoing cat and mouse game that you can stop only if you use status-altering techniques that slow down or paralyze your opponent. As with previous tournaments, a diverse and well-rounded team is a key to winning.

PIKA CUP R-2

PIKA CUP
LEVEL: 15-20

A CUP tournament open to the lowest-level Pokémon. Strategy is the key here.

The second round of the beginner's cup is still limited to Pokémon between the levels of 15 and 20. Like in R-1 mode, the total level points of the three Pokémon that engage in battle can't exceed 50.

Level 15-20 Tournament

Tournament Rules

- Enter with six Pokémon
- Choose three out of six Pokémon
- Levels 15 to 20
- Maximum three-Pokémon level total 50
- No two Pokémon asleep or frozen
- Mew can't attend
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#012	Butterfree	Bug	Flying
#023	Ekans	Poison	-
#048	Venonat	Bug	Poison
#123	Scyther	Bug	Flying
#002	Ivysaur	Grass	Poison
#083	Farfetch'd	Normal	Flying

Suggested Types:

Psychic, Electric

The first R-2 battle is as straightforward as they come. You will notice that half of the Pokémon in this team are Flying, the other half is poisonous. The easiest way to win here is to attack the Poison types with Psychic attacks and zap the Flying Pokémon with Thunder techniques.

Round 2: Cascade Badge

Suggested Types:

Electric, Fire

Another shoe-in. An Electric type works great against Poliwrath, Wartortle, and Pidgeotto, and a Fire Pokémon takes care of the rest of the crew.

No.	Pokémon	Type 1	Type 2
#114	Tangela	Grass	-
#008	Wartortle	Water	-
#104	Cubone	Ground	-
#062	Poliwrath	Water	Fighting
#017	Pidgeotto	Normal	Flying
#127	Pinsir	Bug	-

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#022	Fearow	Normal	Flying
#117	Seadra	Water	-
#099	Kingler	Water	-
#080	Slowbro	Water	Psychic
#040	Wigglytuff	Normal	-
#087	Dewgong	Water	Ice

Suggested Types:

Electric, Grass

Another job for your Electric Pokémon. This trainer's reliance on Water types is only worsened by the fact that one of the two non-Water types is a Flying Pokémon. Chances are, you'll never see Dewgong, but bring a Grass or Rock type along just to be safe.

Round 4: Rainbow Badge

Suggested Types:

Water, Psychic, Electric

ALAKAZAM
L20 OK
HP 61/ 61
NIDOLAR
L17 OK
HP 60/ 60

The first truly diverse team in this Cup. You'll need the help of a good Water/Psychic/Electric trio to effectively defeat these Pokémon.

No.	Pokémon	Type 1	Type 2
#038	Ninetales	Fire	-
#095	Onix	Rock	Ground
#073	Tentacruel	Water	Poison
#096	Drowzee	Psychic	-
#051	Dugtrio	Ground	-
#034	Nidoking	Poison	Ground

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#122	Mr. Mime	Psychic	-
#055	Golduck	Water	-
#103	Exeggutor	Grass	Psychic
#094	Gengar	Ghost	Poison
#108	Lickitung	Normal	-
#020	Raticate	Normal	-

Suggested Types:

Fire, Psychic, Electric

Your biggest worry here is Exeggutor, the toughest Grass type around. Its attacks aren't terribly strong, but it's got a lot more HP than most Pokémon of its level. It won't hold up to a well-trained Fire Pokémon, though.

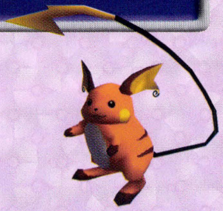
Round 6: Marsh Badge

Suggested Types:

Ground, Psychic, Water

Ground and Water Pokémon are effective here. But be careful when battling with Raichu. This evolved Pikachu tends to use Surf once it figures out that you brought in a Ground type. Make sure that your Psychic Pokémon knows an Electric attack so that you won't have to worry about Lapras too much.

No.	Pokémon	Type 1	Type 2
#101	Electrode	Electric	-
#089	Muk	Poison	-
#137	Porygon	Normal	-
#004	Charmander	Fire	-
#131	Lapras	Water	Ice
#026	Raichu	Electric	-



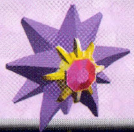
Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#130	Gyarados	Water	Flying
#091	Cloyster	Water	Ice
#059	Arcanine	Fire	-
#112	Rhydon	Ground	Rock
#124	Jynx	Ice	Psychic
#036	Clefable	Normal	-

Suggested Types:

Electric, Water, Fire

Gyarados and Cloyster are vulnerable to Electric attacks, Arcanine and Rhydon can't handle Water, and Jynx fears Fire. Don't give Jynx the chance to attack with its Ice Punch—it packs quite a wallop.



Round 8: Earth Badge

Suggested Types:

Ice, Psychic, Electric

Ice types fare especially well against Dragonair and Golem. Kangaskhan is a bit water shy, so use Surf if you've got it. A good Psychic Pokémon that knows an Electric attack is a great replacement for a true Electric type, especially against the likes of Starmie.

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#115	Kangaskhan	Normal	-
#076	Golem	Rock	Ground
#065	Alakazam	Psychic	-
#068	Machamp	Fighting	-
#121	Starmie	Water	Psychic

PETIT CUP R-2

Level 25-30 Tournament

The second round of the Petit Cup is still reserved for un-evolved Pokémon that weigh 44 lbs. or less and are 6'8" or smaller. Although your opponents are mostly cute and fuzzy, it wouldn't be wise to underestimate them. Many of them have learned to fight a lot more efficiently since the last Petit Cup.

Tournament Rules

- Limited to 45 Pokémon that appear in the Blue Panels (Qualifying Pokémon) section.
- Enter with six Pokémon
- Choose three out of six Pokémon
- Levels 25-30
- Maximum three-Pokémon level total 80
- Max. HT 6'8" and max. WT 44 lbs.
- Un-evolved Pokémon only
- No two Pokémon asleep or frozen
- Mew can't attend
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon

Qualifying Pokémon

Bulbasaur
Charmander
Squirtle
Caterpie
Weedle
Pidgey
Rattata
Spearow
Ekans
Pikachu
Sandshrew
Nidoran (M)
Nidoran (F)
Clefairy
Vulpix
Jigglypuff
Zubat
Oddish
Paras
Diglett
Meowth
Psyduck
Growlithe
Poliwag
Abra
Machop
Bellsprout
Geodude
Magnemite
Farfetch'd
Shellder
Gastly
Krabby
Voltorb
Exeggcute
Cubone
Koffing
Horsea
Goldeen
Magikarp
Ditto
Eevee
Omanyte
Kabuto
Dratini

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#129	Magikarp	Water	-
#010	Caterpie	Bug	-
#023	Ekans	Poison	-
#043	Oddish	Grass	Poison
#069	Bellsprout	Grass	Poison
#102	Exeggcute	Grass	Psychic

Suggested Types:

Fire, Electric, Psychic

Fire, Electric and Psychic types again form the ideal team to combat this trainer's crew of Grass, Bug, Water, and Poison types. You don't necessarily need to bring your Electric type, since Magikarp is more a joke than a serious challenge.

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#016	Pidgey	Normal	Flying
#013	Weedle	Bug	Poison
#132	Ditto	Normal	-
#001	Bulbasaur	Grass	Poison
#046	Paras	Bug	Grass
#041	Zubat	Poison	Flying

Suggested Types:

Psychic, Electric, Fire

The same team proves itself again. Use the Psychic Pokémon against Weedle, Zubat, and Bulbasaur. Use the Electric type against Pidgey and Zubat (if your Psychic didn't finish the job), and the Fire type against Paras. Ditto takes on the shape and attacks of whatever Pokémon you put in front of it, but the duplicate's stats are usually much lower.

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#098	Krabby	Water	-
#116	Horsea	Water	-
#019	Rattata	Normal	-
#090	Shellder	Water	-
#066	Machop	Fighting	-
#032	Nidoran (M)	Poison	-

Suggested Types:

Electric, Psychic

You might as well leave the Fire type out this time around. Your Electric Pokémon can easily take care of the majority of this trainer's group. Use Psychic attacks against Machop and Nidoran, and you're on your way to the next round.

Round 4: Rainbow Badge

Suggested Types:

Psychic, Ground, Ice, Electric

If your Psychic knows an Electric attack, you won't need to bring an Electric Pokémon along. An Ice (or Ice/Water) type comes in handy against Exeggcute and Geodude, and a Ground Pokémon takes care of Voltorb.

No.	Pokémon	Type 1	Type 2
#074	Geodude	Rock	Ground
#092	Gastly	Ghost	Poison
#100	Voltorb	Electric	-
#090	Shellder	Water	-
#109	Koffing	Poison	-
#102	Exeggcute	Grass	Psychic

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#118	Goldeen	Water	-
#021	Spearow	Normal	Flying
#007	Squirtle	Water	-
#029	Nidoran (F)	Poison	-
#060	Poliwag	Water	-
#039	Jigglypuff	Normal	-

Suggested Types:

Electric, Psychic

Goldeen, Spearow, Squirtle, and Poliwag take only one powerful hit from an Electric type. Use your Psychic Pokémon against the female Nidoran that sometimes appears in this battle.

Round 6: Marsh Badge

Suggested Types:

Water, Ground, Bug

A well-trained Water or Ground Pokémon is able to take out most of this crew without the help of its other teammates. But remember to switch out the Water type against the Ground Pokémon if Magnemite should appear.

No.	Pokémon	Type 1	Type 2
#035	Clefairy	Normal	-
#081	Magnemite	Electric	-
#063	Abra	Psychic	-
#104	Cubone	Ground	-
#058	Growlithe	Fire	-
#004	Charmander	Fire	-

Round 7: Volcano Badge

Suggested Types:

Electric, Ground, Water

Don't underestimate Meowth. Its attacks can be devastating against a Pokémon with a low Defense rating. The rest of the team doesn't put up too much of a fight if you use the right Pokémon types and attacks.

No.	Pokémon	Type 1	Type 2
#140	Kabuto	Rock	Water
#025	Pikachu	Electric	-
#037	Vulpix	Fire	-
#050	Diglett	Ground	-
#052	Meowth	Normal	-
#133	Eevee	Normal	-

Round 8: Earth Badge

No.	Pokémon	Type 1	Type 2
#138	Omanyte	Rock	Water
#083	Farfetch'd	Normal	Flying
#147	Dratini	Dragon	-
#027	Sandshrew	Ground	-
#054	Psyduck	Water	-
#100	Voltorb	Electric	-

Suggested Types:

Electric, Ice, Ground

Electric attacks are effective against Omanyte, Farfetch'd, and Psyduck. Ice works well against Dratini and Sandshrew. For your third Pokémon, use a Ground type that's immune against Voltorb's attacks.

POKÉ CUP R-2

Level 50-55 Tournament

The rules for the second round Poké Cup have remained the same, but the Pokémon appearing in this tournament can be tough to beat if you don't pick the right team. As usual, the Poké Cup is divided into four different divisions: Poké Ball, Great Ball, Ultra Ball, and Master Ball.

Mew and its more powerful clone, Mewtwo, are banned from the cup, so you will have to find another worthy Psychic Pokémon to bring along.

Tournament Rules

- Mew and Mewtwo can't attend
- Enter with six Pokémon
- Choose three out of six Pokémon
- Pokémon level from 50 to 55
- Maximum three-Pokémon level total 155
- No two Pokémon asleep or frozen
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon.

POKÉ BALL DIVISION R-2

Round 1: Boulder Badge

Suggested Types:

Psychic, Flying, Electric

Three of the six Pokémon in this team are very vulnerable to Psychic attacks (Gastly, Hitmonlee, and Hitmonchan), so be sure your Psychic Pokémon is your first. An Electric and a Flying type easily defeat the other three.

No.	Pokémon	Type 1	Type 2
#106	Hitmonlee	Fighting	-
#107	Hitmonchan	Fighting	-
#075	Graveler	Rock	Ground
#061	Poliwhirl	Water	-
#063	Abra	Psychic	-
#092	Gastly	Ghost	Poison

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#109	Koffing	Poison	-
#088	Grimer	Poison	-
#066	Machop	Fighting	-
#056	Mankey	Fighting	-
#040	Wigglytuff	Normal	-
#015	Beedrill	Bug	Poison

Suggested Types:

Psychic, Fire

Another job for your Psychic Pokémon. Koffing, Grimer, Machop, Mankey, and even Beedrill don't stand a chance against a team led by a strong Psychic type. Use other types as you see fit, but stay way from Normal and Grass types.

Round 3: Thunder Badge

Suggested Types:

Psychic, Electric, Water

An Electric Pokémon would be the ideal starter against this team. Zubat, Butterfree, and Seaking are all susceptible to Electric attacks. Your Psychic Pokémon is next and takes care of Gastly and Zubat, while Vulpix meets its match in your Water type.

No.	Pokémon	Type 1	Type 2
#092	Gastly	Ghost	Poison
#037	Vulpix	Fire	-
#041	Zubat	Poison	Flying
#108	Lickitung	Normal	-
#012	Butterfree	Bug	Flying
#119	Seaking	Water	-

Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#100	Voltorb	Electric	-
#081	Magnemite	Electric	-
#025	Pikachu	Electric	-
#102	Exeggcute	Grass	Psychic
#044	Gloom	Grass	Poison
#002	Ivysaur	Grass	Poison

Suggested Types:

Ground, Fire, Psychic

Your next opponent's team is nice and easy to figure out. Three Electric types, best stopped by a Ground Pokémon are teamed up with three dual Grass types. Fire does the job, but you should bring along your Psychic Pokémon in case Gloom and Ivysaur threaten to knock out your Fire type.

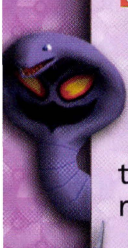
Round 5: Soul Badge

Suggested Types:

Electric, Ice

Use an Electric type against Omastar and Farfetch'd, and an Ice type against Dragonair and Marowak. Bring along a tough third Pokémon to handle the resilient Persian.

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#083	Farfetch'd	Normal	Flying
#053	Persian	Normal	-
#105	Marowak	Ground	-
#139	Omastar	Rock	Water
#132	Ditto	Normal	-



Round 6: Marsh Badge

No.	Pokémon	Type 1	Type 2
#087	Dewgong	Water	Ice
#117	Seadra	Water	-
#119	Seaking	Water	-
#075	Graveler	Rock	Ground
#111	Rhyhorn	Ground	Rock
#018	Pidgeot	Normal	Flying

Suggested Types:

Electric, Ice

Dewgong, Seadra, and Seaking don't stand a chance against an Electric type. You could also use it against Pidgeot, but you can also hand it off to an Ice type. Graveler and Rhyhorn are vulnerable to both Ice and Water, so switch Pokémon accordingly.

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#091	Cloyster	Water	Ice
#038	Ninetales	Fire	-
#078	Rapidash	Fire	-
#024	Arbok	Poison	-
#073	Tentacruel	Water	Poison
#148	Dragonair	Dragon	-

Suggested Types:

Electric, Water/Ice, Psychic

The Pokémon appearing in this team may look like they have nothing in common, but they do. Each one of these wretched creatures loves to combine Poison with Wrap-style techniques. Wrap alone doesn't do much damage, but it will prevent you from attacking unless you break the attack. Unless you've got HP to waste, you should always switch Pokémon when you're trapped. Since this breaks a continuing attack, both Pokémon will start over and your opponent won't gain an advantage through your switch.

Round 8: Earth Badge

No.	Pokémon	Type 1	Type 2
#063	Abra	Psychic	-
#079	Slowpoke	Water	Psychic
#102	Exeggcute	Grass	Psychic
#096	Drowzee	Psychic	-
#049	Venomoth	Bug	Poison
#137	Porygon	Normal	-

Suggested Types:

Fire, Bug, Electric

Fighting against Psychic types can take a long time unless you have assembled a quick and powerful team. Bugs are strong against Psychic Pokémon, but you can also try to concentrate on Slowpoke's and Exeggcute's second types, which beg for Electric and Fire Pokémon.

GREAT BALL DIVISION R-2

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#092	Gastly	Ghost	Poison
#094	Gengar	Ghost	Poison
#093	Haunter	Ghost	Poison
#096	Drowzee	Psychic	-
#097	Hypno	Psychic	-
#124	Jynx	Ice	Psychic

Suggested Types:

Psychic, Bug

A strong team of Ghost/Poison Pokémon, backed up by powerful Psychic types. You should start off with your best Psychic and send the Ghosts back to the spirit realm, then use a Bug (if available) against whatever Psychic pops up. Don't have a Bug? Just pick your strongest Pokémon (no Fighting type or Ghost, please!) and attack with Blizzard, Fire Blast, Hydro Pump, or a similar special. You need to be fast. These Psychic types love to use Hypnosis and Dream Eater. Also, watch out for Jynx. It is a dual Ice/Psychic and can be a real pain in the neck. Fire or Rock is effective against it.

Round 2: Boulder Badge

Suggested Types:

Psychic, Water

Now that you have passed two of the more difficult teams in this cup, lean back and watch as your Psychic Pokémon defeats Arbok, Venomoth, Hitmonlee, and Hitmonchan. Rapidash doesn't stand a chance against a Water type, and Raticate is a cinch if you've brought a quick-moving Pokémon with decent Defense stats.

No.	Pokémon	Type 1	Type 2
#024	Arbok	Poison	-
#049	Venomoth	Bug	Poison
#106	Hitmonlee	Fighting	-
#107	Hitmonchan	Fighting	-
#078	Rapidash	Fire	-
#020	Raticate	Normal	-

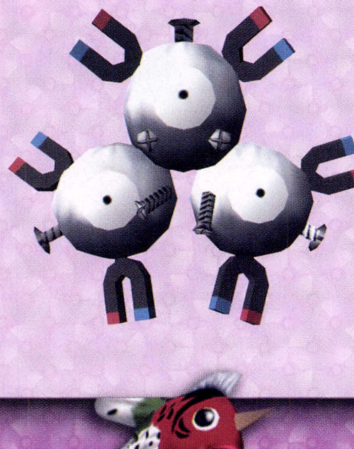
Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#093	Haunter	Ghost	Poison
#126	Magmar	Fire	-
#041	Zubat	Poison	Flying
#108	Lickitung	Normal	-
#082	Magneton	Electric	-
#073	Tentacruel	Water	Poison

Suggested Types:

Psychic, Electric, Ground

Plenty of Poison types in this team call for a strong Psychic leader. Ground and Electric types round off the team.



Round 4: Rainbow Badge

Suggested Types:

Ground, Fire

You're facing three Electric types, a Bug, and two Grass Pokémon. Your team needs at least one Ground and Fire Pokémon to beat the opposition as quickly as possible.

No.	Pokémon	Type 1	Type 2
#082	Magneton	Electric	-
#125	Electabuzz	Electric	-
#101	Electrode	Electric	-
#047	Parasect	Bug	Grass
#071	Victreebel	Grass	Poison
#045	Vileplume	Grass	Poison

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#006	Charizard	Fire	Flying
#026	Raichu	Electric	-
#123	Scyther	Bug	Flying
#115	Kangaskhan	Normal	-
#062	Poliwrath	Water	Fighting

Suggested Types:

Electric, Ice, Ground

Another wonderfully simple team. An Electric type defeats Charizard, Scyther, and Poliwrath. Use Ice and Ground Pokémon to complete your team and combat Dragonair, Kangaskhan, and Raichu.

Round 6: Marsh Badge

Suggested Types:

Electric, Water

Three Water Pokémon and one Flying type call for a strong Electric type at the head of the team. Bring a Water type of your own to be ready for Onix and Marowak.

No.	Pokémon	Type 1	Type 2
#139	Omastar	Rock	Water
#099	Kingler	Water	-
#055	Golduck	Water	-
#105	Marowak	Ground	-
#095	Onix	Rock	Ground
#022	Fearow	Normal	Flying

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#026	Raichu	Electric	-
#126	Magmar	Fire	-
#036	Clefable	Normal	-
#117	Seadra	Water	-
#018	Pidgeot	Normal	Flying
#028	Sandslash	Ground	-

Suggested Type:

Electric, Water, Ground

The first really diverse team in a long time. If you've got a trio of well-trained Electric, Water, and Ground types, you won't find it very difficult to defeat this crew and earn a Continue.

Round 8: Earth Badge

No.	Pokémon	Type 1	Type 2
#122	Mr. Mime	Psychic	-
#064	Kadabra	Psychic	-
#102	Exeggcute	Grass	Psychic
#080	Slowbro	Water	Psychic
#096	Drowzee	Psychic	-
#035	Clefairy	Normal	-

Suggested Types:

Bug, Fire, Electric

Apart from Clefairy, each Pokémon in this team has strong Psychic abilities. A Bug would be the perfect opposition, but you may also want to try to make it through with the help of other types. It's a good idea to use non-Psychic Sleep and Confuse moves (such as Stun or Stun Spore) to prevent the Psychics from doing the same to you first.

ULTRA BALL DIVISION R-2

Round 1: Boulder Badge

Suggested Types:

Psychic, Water

No.	Pokémon	Type 1	Type 2
#143	Snorlax	Normal	-
#113	Chansey	Normal	-
#068	Machamp	Fighting	-
#057	Primeape	Fighting	-
#076	Golem	Rock	Ground
#062	Poliwrath	Water	Fighting

A Psychic Pokémon best defeats Machamp, Primeape, and Poliwrath, while Golem won't last long against a Water type. Battling Snorlax and Chansey can take a while because both have very high HP and can heal themselves when they're low. Chansey's attacks are ridiculously weak, so you don't have much to fear, but Snorlax can cause high damage and is best put to sleep or confused before you start to attack.

Round 2: Boulder Badge

No.	Pokémon	Type 1	Type 2
#089	Muk	Poison	-
#031	Nidoqueen	Poison	Ground
#057	Primeape	Fighting	-
#067	Machoke	Fighting	-
#127	Pinsir	Bug	-
#117	Seadra	Water	-

Suggested Types:

Psychic, Fire, Electric

Pick a Psychic type as your primary Pokémon and use it to defeat Muk, Nidoqueen, Primeape, and Machoke. A Fire type takes care of Pinsir, and an Electric type is perfect against Seadra.

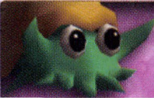
Round 3: Thunder Badge

Suggested Types:

Electric, Ground, Psychic

Ground types often come off as sluggish and weak when compared to many other Pokémon. But in this battle, the type shows its versatility, as it's perfect against Gengar, Ninetales, and Magneton. An Electric type is ideal against Aerodactyl, Lapras, and Golbat.

No.	Pokémon	Type 1	Type 2
#094	Gengar	Ghost	Poison
#131	Lapras	Water	Ice
#042	Golbat	Poison	Flying
#038	Ninetales	Fire	-
#082	Magneton	Electric	-
#142	Aerodactyl	Rock	Flying



Round 4: Rainbow Badge

Suggested Types:

Ground, Fire, Psychic

This familiar lineup shouldn't take long to defeat. Use a Ground type to defuse Electabuzz, Jolteon, and Electrode if they happen to be part of the team, then bring in a Fire or a Psychic type to battle Venusaur, Vileplume, and Tangela. Watch out for Bind/Wrap techniques when going up against the Grass types.

No.	Pokémon	Type 1	Type 2
#125	Electabuzz	Electric	-
#135	Jolteon	Electric	-
#101	Electrode	Electric	-
#003	Venusaur	Grass	Poison
#045	Vileplume	Grass	Poison
#114	Tangela	Grass	-

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#149	Dragonite	Dragon	Flying
#128	Tauros	Normal	-
#146	Moltres	Fire	Flying
#130	Gyarados	Water	Flying
#082	Magneton	Electric	-
#112	Rhydon	Ground	Rock

Suggested Types:

Ice, Water, Ground

This team may look complex at first sight, but it's not that difficult to put together a squad that can handle it. Use Ice against the Ground/Rock type, the Dragon, and the Flying Pokémon. Water works well against Fire, but can also handle the Ground/Rock type. Naturally, an Ice/Water type is even better, but regardless of whether you bring two single or one dual type, you'll still need a Ground Pokémon to take care of Magneton.

Round 6: Marsh Badge

Suggested Types:

Electric, Water

Kabutops may look intimidating, but one powerful electric shock and it's out of the battle. The same holds true for Blastoise, Starmie, and Dodrio. The remaining two, Golem and Sandslash, are immune to Electric attacks, so use a Water or Grass type to oppose them.

No.	Pokémon	Type 1	Type 2
#141	Kabutops	Rock	Water
#009	Blastoise	Water	-
#121	Starmie	Water	Psychic
#076	Golem	Rock	Ground
#028	Sandslash	Ground	-
#085	Dodrio	Normal	Flying

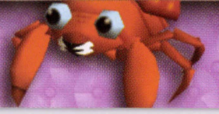
Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#128	Tauros	Normal	-
#078	Rapidash	Fire	-
#106	Hitmonlee	Fighting	-
#053	Persian	Normal	-
#020	Raticate	Normal	-
#142	Aerodactyl	Rock	Flying

Suggested Types:

Psychic, Water, Electric

Your best bet is to use the proven trio of Psychic, Water, and Electric types against this team, but don't forget to use Confuse and Sleep techniques whenever you get the chance. A Fighting type or a strong Rock type with high HP will also do well against the Normal Pokémon.



Round 8: Earth Badge

No.	Pokémon	Type 1	Type 2
#122	Mr. Mime	Psychic	-
#097	Hypno	Psychic	-
#065	Alakazam	Psychic	-
#080	Slowbro	Water	Psychic
#124	Jynx	Ice	Psychic
#113	Chansey	Normal	-

Suggested Types:

Bug, Fire, Electric

The difficulty of this team depends entirely on which Pokémon the trainer selects to enter into battle. One thing is for certain, you need to bring out your strongest and fastest Pokémon against powerful Psychic types like Jynx, Slowbro, and Alakazam. Jynx's big weakness is Fire, and Slowbro is easily defeated by a single Electric attack, but you'll need to resort to Thunder Wave and other Stun-type techniques to slow down the other Psychics.

MASTER BALL DIVISION R-2

Round 1: Boulder Badge

Suggested Types:

Bug, Ground, Water

Use a Ground or Ground/Rock type against Magmar, or subdue him with the help of a Water Pokémon. As in the previous battle, rely on Stun and Sleep techniques to keep the Psychic Pokémon from damaging you too quickly.

No.	Pokémon	Type 1	Type 2
#065	Alakazam	Psychic	-
#064	Kadabra	Psychic	-
#122	Mr. Mime	Psychic	-
#125	Electabuzz	Electric	-
#126	Magmar	Fire	-
#036	Clefable	Normal	-

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#110	Weezing	Poison	-
#034	Nidoking	Poison	Ground
#068	Machamp	Fighting	-
#062	Poliwrath	Water	Fighting
#136	Flareon	Fire	-
#115	Kangaskhan	Normal	-

Suggested Types:

Psychic, Water, Electric

It's time to turn the tables on your opponents and bring in a Psychic Pokémon yourself. Being Poison and Fighting types, Weezing, Nidoking, Machamp, and Poliwrath don't stand a chance against Psychic techniques. As for Poliwrath, Flareon, and Kangaskhan, simply bring a Water and an Electric Pokémon along.

Round 3: Thunder Badge

Suggested Types:

Psychic, Electric, Water

Put together a Psychic, an Electric type, and a Water Pokémon, and you won't find this battle very difficult. This kind of team is why you should raise a dual type Psychic Pokémon like Starmie. Once it has learned Hydro Pump, teach it an Electric Attack and it will be able to single-handedly take out all six of the opposing Pokémon.

No.	Pokémon	Type 1	Type 2
#094	Gengar	Ghost	Poison
#093	Haunter	Ghost	Poison
#042	Golbat	Poison	Flying
#126	Magmar	Fire	-
#038	Ninetales	Fire	-
#131	Lapras	Water	Ice

Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#145	Zapdos	Electric	Flying
#135	Jolteon	Electric	-
#026	Raichu	Electric	-
#103	Exeggutor	Grass	Psychic
#114	Tangela	Grass	-
#071	Victreebel	Grass	Poison

Suggested Types:

Ground, Ice, Fire, Electric

This evenly split team is actually tougher than it looks. Although you may want to use a Ground Pokémon against Zapdos, remember that Ground attacks aren't very effective against Flying Pokémon. Use Ice or Electric attacks instead. The Grass Pokémon are also very susceptible to Ice attacks, but you can use Fire or Poison, as well.

Round 5: Soul Badge

Suggested Types:

Ground/Rock, Ice, Fire

Ice is the way to go against Dragonite, but a dual Ground/Rock type fares equally well in this team. Use the latter to attack the Fire, Electric, and Flying types. Snorlax needs to be put to sleep before it sleeps on its own and regains all its hitpoints. As for the Bug, a Fire type is the most effective, hands down.

No.	Pokémon	Type 1	Type 2
#149	Dragonite	Dragon	Flying
#144	Articuno	Ice	Flying
#059	Arcanine	Fire	-
#127	Pinsir	Bug	-
#101	Electrode	Electric	-
#143	Snorlax	Normal	-

Round 6: Marsh Badge

No.	Pokémon	Type 1	Type 2
#130	Gyarados	Water	Flying
#073	Tentacruel	Water	Poison
#134	Vaporeon	Water	-
#112	Rhydon	Ground	Rock
#051	Dugtrio	Ground	-
#142	Aerodactyl	Rock	Flying

Suggested Types:

Electric, Water, Psychic

You'll have absolutely no problems defeating this team—if your Electric and Water Pokémon are fast enough. Otherwise, you'll play cat and mouse, as this trainer will quickly swap out his Pokémon whenever your type has an advantage. A fast Psychic with Confusion should be able to slow things down.

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#006	Charizard	Fire	Flying
#003	Venusaur	Grass	Poison
#099	Kingler	Water	-
#123	Scyther	Bug	Flying
#051	Dugtrio	Ground	-
#053	Persian	Normal	-

Suggested Types:

Flying, Electric, Fire

Chances are, at least one of your Pokémon is a Flying type and knows either Sky Attack or Fly (or both). It's definitely not the ideal type to use in the R-2 cups, mainly because every third Pokémon seems to know Electric attacks. But in this round, it can safely battle against Venusaur and Scyther and even make a difference against Persian and Dugtrio. Add a Fire and an Electric type, and your opponent won't have a chance.

Round 8: Earth Badge

Suggested Types:

Bug, Electric, Fire

All of the Pokémon in this team are Psychic types, so a Bug would definitely come in handy. If you don't have one, bring in a strong Normal type or concentrate on Slowbro's and Starmie's weakness against Electric attacks, along with Exeggutor's and Jynx's aversion to Fire.

No.	Pokémon	Type 1	Type 2
#065	Alakazam	Psychic	-
#097	Hypno	Psychic	-
#080	Slowbro	Water	Psychic
#103	Exeggutor	Grass	Psychic
#121	Starmie	Water	Psychic
#124	Jynx	Ice	Psychic

PRIME CUP

Welcome back to the ultimate tournament without level restrictions. Forget about using Rental Pokémon—you won't stand a chance. It's time to wake up the best of your best and assemble the most powerful team around. If you don't have a Mewtwo yet, plug in your Game Boy game and get your hands on the ultimate Psychic. You may need its help.

Level 1- 100 Tournament

Tournament Rules

- Open to all Pokémon
- Enter with six Pokémon
- Choose three out of six Pokémon
- No level restrictions
- No two Pokémon asleep or frozen
- Get a Continue for a perfect match
- No SelfDestruct move with last Pokémon

POKÉ BALL DIVISION R-2

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#010	Caterpie	Bug	-
#013	Weedle	Bug	Poison
#129	Magikarp	Water	-
#007	Squirtle	Water	-
#058	Growlithe	Fire	-
#004	Charmander	Fire	-

Suggested Types:

Fire, Electric, Water

The Cup of all Cups starts off easy; nothing a Fire, an Electric, and a Water type Pokémon can't handle.

Round 2: Cascade Badge

Suggested Types:

Psychic, Water

If you've got a Mewtwo, here's your chance to show off its power against Machop, Nidoran, and Beedrill. The Water Pokémon comes in handy against Cubone.

No.	Pokémon	Type 1	Type 2
#066	Machop	Fighting	-
#032	Nidoran (M)	Poison	-
#015	Beedrill	Bug	Poison
#019	Rattata	Normal	-
#133	Eevee	Normal	-
#104	Cubone	Ground	-

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#074	Geodude	Rock	Ground
#126	Magmar	Fire	-
#035	Clefairy	Normal	-
#063	Abra	Psychic	-
#096	Drowzee	Psychic	-
#122	Mr. Mime	Psychic	-

Suggested Types:

Bug, Water

As if to pay you back for the last battle, this trainer's got Psychics galore. Use a strong Bug (or Bug technique, like Pin Missile), or safely battle them by using Sleep techniques. Add a Water type to the team to oppose Geodude and Magmar.

Round 4: Rainbow Badge

Suggested Types:

Psychic, Electric, Water

Pit your favorite Psychic Pokémon against Ekans, Grimer, and Nidoran and prepare for a very short battle. If Graveler appears, put in a Water type with Surf or Hydro Pump. Horsea and Goldeen don't put up much of a fight against an Electric type, like Jolteon.

No.	Pokémon	Type 1	Type 2
#023	Ekans	Poison	-
#075	Graveler	Rock	Ground
#088	Grimer	Poison	-
#029	Nidoran (F)	Poison	-
#116	Horsea	Water	-
#118	Goldeen	Water	-

Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#039	Jigglypuff	Normal	-
#025	Pikachu	Electric	-
#043	Oddish	Grass	Poison
#072	Tentacool	Water	Poison
#052	Meowth	Normal	-
#147	Dratini	Dragon	-

Suggested Types:

Ice, Psychic, Ground

Select the suggested combination and use your Ice type against Dratini and Oddish, the Psychic against Jigglypuff, Meowth, Oddish, or Tentacool, and your Ground Pokémon against Pikachu.

Round 6: Marsh Badge

Suggested Types:

Psychic, Electric, Fire

No.	Pokémon	Type 1	Type 2
#046	Paras	Bug	Grass
#001	Bulbasaur	Grass	Poison
#069	Bellsprout	Grass	Poison
#081	Magnemite	Electric	-
#054	Psyduck	Water	-
#060	Poliwag	Water	-

Be careful not to bring in your Psychic type against Paras, but Bulbasaur and Bellsprout are just the right opponents on which to practice some Psychic attacks. An Electric type is ideal against Psyduck and Poliwag, and unless you have room for a Ground Pokémon, you may want to use it against Magnemite, as well. A Fire type helps finish off Magnemite and proves very effective against Paras.

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#144	Articuno	Ice	Flying
#041	Zubat	Poison	Flying
#017	Pidgeotto	Normal	Flying
#021	Spearow	Normal	Flying
#085	Dodrio	Normal	Flying
#012	Butterfree	Bug	Flying

Suggested Types:

Electric

A surprisingly weak team this late on in the game. With six Flying types, you won't have to spend much time guessing what your first opponent will be. Use Electric attacks from start to finish.

Round 8: Earth Badge

Suggested Types:

Ground, Water, Grass, Electric

No.	Pokémon	Type 1	Type 2
#037	Vulpix	Fire	-
#086	Seel	Water	-
#100	Voltorb	Electric	-
#027	Sandshrew	Ground	-
#132	Ditto	Normal	-
#109	Koffing	Poison	-

It's easy to lose track, so use the following quick list as a reference when battling against this team:

Vulpix: Use your Water or Ground Pokémon. **Seel:** Use your Electric or Grass Pokémon. **Voltorb:** Use your Ground Pokémon. **Sandshrew:** Use your Water or Grass Pokémon (Ice works well, too). **Koffing:** Use your Ground Pokémon. **Ditto:** Have some fun with this one. Bring in your Ground Pokémon and let Ditto copy its shape. Now bring in your Water Pokémon and finish the job.

GREAT BALL DIVISION R-2

Round 1: Boulder Badge

Suggested Types:

Fire, Electric, Ground

Attack Venonat, Metapod, and Kakuna with a swift Fire Pokémon. Face Charmeleon with a Ground type. Finally, switch to an Electric type should Wartortle or Krabby appear. You can also use Psychic techniques against Venonat and Kakuna.

No.	Pokémon	Type 1	Type 2
#048	Venonat	Bug	Poison
#011	Metapod	Bug	-
#014	Kakuna	Bug	Poison
#005	Charmeleon	Fire	-
#008	Wartortle	Water	-
#098	Krabby	Water	-

Round 2: Cascade Badge

No.	Pokémon	Type 1	Type 2
#107	Hitmonchan	Fighting	-
#056	Mankey	Fighting	-
#067	Machoke	Fighting	-
#106	Hitmonlee	Fighting	-
#020	Raticate	Normal	-
#033	Nidorino	Poison	-

Suggested Types:

Psychic

What if Hitmonchan, Mankey, Machoke, Hitmonlee, and Nidorino all got together and formed a team? They'd lose. Any decent Psychic will make this battle a short one. With Mewtwo, you won't even take damage.

Round 3: Thunder Badge

Suggested Types:

Electric, Water, Psychic

A team made up of an Electric, a Water, and a Psychic type will easily succeed against this Water-heavy crew. Although most of the Pokémon in this round pose little threat, beware of Kingler's devastating Crab Hammer attack.

No.	Pokémon	Type 1	Type 2
#108	Lickitung	Normal	-
#099	Kingler	Water	-
#050	Diglett	Ground	-
#119	Seaking	Water	-
#061	Poliwhirl	Water	-
#030	Nidorina	Poison	-

Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#140	Kabuto	Rock	Water
#138	Omanyte	Rock	Water
#076	Golem	Rock	Ground
#111	Rhyhorn	Ground	Rock
#095	Onix	Rock	Ground
#089	Muk	Poison	-

Suggested Types:

Electric, Water, Psychic

Use an Electric type against the two prehistoric Pokémon, Kabuto and Omanyte. Switch to a Water type should Golem, Rhyhorn, and Onix appear. If you're having trouble with Muk, bring in a Psychic.

Round 5: Soul Badge

Suggested Types:

Ice, Water, Psychic

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#114	Tangela	Grass	-
#070	Weepinbell	Grass	Poison
#077	Ponyta	Fire	-
#090	Shellder	Water	-
#024	Arbok	Poison	-

Dragonair is back! It's time to bring out that Ice (or Ice/Water) type again. You can also use the same Pokémon against Tangela and Weepinbell. Shellder is easily defeated by an Electric attack from a Psychic or Normal type Pokémon. Use a Water type on Ponyta, and a powerful Psychic technique (such as Psychic or Confuse) on Arbok.

Round 6: Marsh Badge

No.	Pokémon	Type 1	Type 2
#044	Gloom	Grass	Poison
#047	Parasect	Bug	Grass
#002	Ivysaur	Grass	Poison
#082	Magneton	Electric	-
#055	Goldduck	Water	-
#117	Seadra	Water	-

Suggested Types:

Fire, Ground, Electric

Gloom, Parasect, and Ivysaur are all weak against Fire attacks, so make sure you've got a strong Fire type on the team. Use a Ground type against Magneton, but be aware that this trainer will immediately switch to a Water type (if he selected one to be on the team) to counter your move. If that happens, switch to your Electric Pokémon and try to get a hit in before the trainer switches back.

Round 7: Volcano Badge

Suggested Types:

Electric, Psychic, Fire

No.	Pokémon	Type 1	Type 2
#145	Zapdos	Electric	Flying
#083	Farfetch'd	Normal	Flying
#018	Pidgeot	Normal	Flying
#085	Dodrio	Normal	Flying
#049	Venomoth	Bug	Poison
#092	Gastly	Ghost	Poison

There are two interesting hybrids in this team that you should watch out for. First of all, Zapdos may be an Electric type, but even this legendary bird Pokémon can't withstand two Thunder hits. The other problematic dual type is Venomoth. Although you could try and defeat the Bug/Poison Pokémon with a Psychic type, you're probably better off bringing in a Fire Pokémon instead.

Round 8: Earth Badge

No.	Pokémon	Type 1	Type 2
#038	Ninetales	Fire	-
#130	Gyarados	Water	Flying
#026	Raichu	Electric	-
#028	Sandslash	Ground	-
#124	Jynx	Ice	Psychic
#053	Persian	Normal	-

Suggested Types:

Water, Electric, Fire

Use a Water Pokémon against Ninetales and Sandslash. Gyarados is super-susceptible to Electric attacks, and Jynx is best met with Fire, Fighting, or Rock techniques.

ULTRA BALL DIVISION R-2

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#015	Beedrill	Bug	Poison
#046	Parasect	Bug	Grass
#059	Arcanine	Fire	-
#139	Omastar	Rock	Water
#009	Blastoise	Water	-
#127	Pinsir	Bug	-

Suggested Types:

Ice, Electric, Water

An Ice or Fire Pokémon is equally effective against this trainer's host of Bug Pokémon. Switch to your Electric Pokémon when your opponent brings out Omastar or Blastoise, and have a Water or Ground attack ready for the fiery Arcanine.

Round 2: Cascade Badge

Suggested Types:

Psychic, Ice

A Psychic Pokémon is again the type of choice against most of this trainer's lineup. Psychic attacks are effective against Primeape, Machamp, Nidoking, and Poliwrath. That leaves only Marowak and Scyther. Both are very susceptible to Ice, but you can also bring a Water, along with a Fire or Electric Pokémon if you don't have a powerful enough Ice type.

No.	Pokémon	Type 1	Type 2
#057	Primeape	Fighting	-
#068	Machamp	Fighting	-
#123	Scyther	Bug	Flying
#034	Nidoking	Poison	Ground
#105	Marowak	Ground	-
#062	Poliwrath	Water	Fighting

Round 3: Thunder Badge

No.	Pokémon	Type 1	Type 2
#064	Kadabra	Psychic	-
#120	Staryu	Water	-
#079	Slowpoke	Water	Psychic
#097	Hypno	Psychic	-
#040	Wigglytuff	Normal	-
#102	Exeggcute	Grass	Psychic

Suggested Types:

Bug, Electric, Fire

It's true, Bug types aren't the most powerful Pokémon around, but they have a marked advantage against Psychic types, of which there are four in this team. Bring one along, but be sure to back it up with an Electric and a Fire Pokémon, as even the best Bug won't last long against this strong opposition.

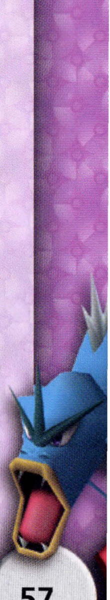
Round 4: Rainbow Badge

Suggested Types:

Electric, Water, Psychic

Another easy win. Use an Electric type against Tentacruel, Dewgong, and Cloyster, a Water type against Rhydon and Clefable, and a Psychic Pokémon to defeat Weezing.

No.	Pokémon	Type 1	Type 2
#110	Weezing	Poison	-
#112	Rhydon	Ground	Rock
#036	Clefable	Normal	-
#073	Tentacruel	Water	Poison
#087	Dewgong	Water	Ice
#091	Cloyster	Water	Ice



Round 5: Soul Badge

No.	Pokémon	Type 1	Type 2
#113	Chansey	Normal	-
#137	Porygon	Normal	-
#065	Alakazam	Psychic	-
#121	Starmie	Water	Psychic
#143	Snorlax	Normal	-
#103	Exeggutor	Grass	Psychic

Suggested Types:

Bug, Fire, Electric, or Poison

This team can be tough to beat if your Pokémon aren't fast enough. Many of your opponents in this round are richly endowed with HP and pack some very strong attacks. Snorlax, Alakazam, and Exeggutor are their usual annoying selves and are best dealt with by using Sleep, Confuse, or Paralyze techniques. Note that Exeggutor is also weak against Fire and poisoning, so try to use Toxic or burn it, then keep it asleep until it faints. Starmie is fast, but one or two Thunder hits from an Electric Pokémon can easily knock it out.

Round 6: Marsh Badge

Suggested Types:

Psychic, Ground, Electric

At least one Pokémon of the Vileplume, Victreebel, and Venusaur trio are likely to be in the battle, so be sure to put in a Psychic or a Fire Pokémon to deal with these poisonous weeds. Electabuzz can't do much against a Ground Pokémon, and Slowbro and Kabutops are no match for an Electric type.

No.	Pokémon	Type 1	Type 2
#045	Vileplume	Grass	Poison
#071	Victreebel	Grass	Poison
#003	Venusaur	Grass	Poison
#125	Electabuzz	Electric	-
#080	Slowbro	Water	Psychic
#141	Kabutops	Rock	Water

Round 7: Volcano Badge

No.	Pokémon	Type 1	Type 2
#146	Moltres	Fire	Flying
#022	Fearow	Normal	Flying
#018	Pidgeot	Normal	Flying
#042	Golbat	Poison	Flying
#142	Aerodactyl	Rock	Flying
#093	Haunter	Ghost	Poison

Suggested Types:

Electric, Psychic

Moltres, Fearow, Pidgeot, Golbat, and Aerodactyl are all strong Pokémon with impressive attacks and stats. But there is a reason why birds don't fly during thunderstorms, and your Electric type is just the right Pokémon to demonstrate this point. Should Haunter also be invited to the party, simply bring out your Psychic.

Round 8: Earth Badge

Suggested Types:

Electric, Ground, Psychic

Select an Electric type as your first Pokémon and send it out against Lapras, Dragonite, and Charizard. In case Electrode is part of the team, send out a Ground Pokémon. Use a Psychic type against Gengar or alternatively bring along a Water type to specifically deal with Dugtrio.

No.	Pokémon	Type 1	Type 2
#101	Electrode	Electric	-
#094	Gengar	Ghost	Poison
#131	Lapras	Water	Ice
#149	Dragonite	Dragon	Flying
#006	Charizard	Fire	Flying
#051	Dugtrio	Ground	-

MASTER BALL DIVISION R-2

Round 1: Boulder Badge

No.	Pokémon	Type 1	Type 2
#123	Scyther	Bug	Flying
#038	Ninetales	Fire	-
#091	Cloyster	Water	Ice
#124	Jynx	Ice	Psychic
#020	Raticate	Normal	-
#022	Fearow	Normal	Flying

Suggested Types:

Fire, Electric, Water

In this battle, you'll face a mixed lineup of evolved Normal, Water, and Fire types, as well as the ever-popular Jynx and the flying Bug, Scyther. A fast Fire type (like Arcanine) should be able to deal with Scyther, Jynx, and Raticate. If it needs some help with Scyther, switch to a Jolteon or Zapdos and use Electric techniques on the Bug. Do the same with Cloyster and Fearow. Send out a Water type with Hydro Pump or Surf against Ninetales.

Round 2: Cascade Badge

Suggested Types:

Psychic, Ground, Electric

No.	Pokémon	Type 1	Type 2
#068	Machamp	Fighting	-
#127	Pinsir	Bug	-
#106	Hitmonlee	Fighting	-
#136	Flareon	Fire	-
#134	Vaporeon	Water	-
#135	Jolteon	Electric	-

Your Ground Pokémon shows its versatility in this round, as you can send it out against the Fighting types, Pinsir, Flareon, and the powerful Jolteon. But you may want to stick with a Psychic Pokémon to take care of Machamp and Hitmonlee since most Ground types are too slow to get the first hit in. Should Vaporeon be part of the team, switch to your Electric type.

Round 3: Thunder Badge

Suggested Types:

Psychic, Water/Ice

No.	Pokémon	Type 1	Type 2
#128	Tauros	Normal	-
#078	Rapidash	Fire	-
#051	Dugtrio	Ground	-
#149	Dragonite	Dragon	Flying
#024	Arbok	Poison	-
#031	Nidoqueen	Poison	Ground

A dual Water/Ice type works well against Rapidash, Dugtrio, Nidoqueen, and Dragonite. If you don't have a Water/Ice Pokémon, bring along one of each type. Select a Psychic Pokémon against Tauros and the two Poison types.

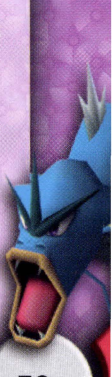
Round 4: Rainbow Badge

No.	Pokémon	Type 1	Type 2
#034	Nidoking	Poison	Ground
#076	Golem	Rock	Ground
#080	Slowbro	Water	Psychic
#028	Sandslash	Ground	-
#134	Vaporeon	Water	-
#110	Weezing	Poison	-

Suggested Types:

Water, Electric, Psychic

Select your Water Pokémon to go up against Nidoking, Golem, and Sandslash. Switch to your Electric type for Slowbro and Vaporeon. You can also bring along a Psychic Pokémon in case Weezing is part of the team.



Round 5: Soul Badge

Suggested Types:

Electric, Ground, Psychic

Your trusted Electric Pokémon can easily deal with Kabutops and Tentacruel, but you'll also need a Ground type against Electabuzz and Rapidash, as well as a Psychic to fight against Gengar. Want to have fun with Ditto again? Let it assume the shape of your Electric Pokémon, then switch to your Ground Pokémon.

No.	Pokémon	Type 1	Type 2
#073	Tentacruel	Water	Poison
#132	Ditto	Normal	-
#094	Gengar	Ghost	Poison
#078	Rapidash	Fire	-
#141	Kabutops	Rock	Water
#125	Electabuzz	Electric	-

Round 6: Marsh Badge

No.	Pokémon	Type 1	Type 2
#003	Venusaur	Grass	Poison
#071	Victreebel	Grass	Poison
#131	Lapras	Water	Ice
#101	Electrode	Electric	-
#065	Alakazam	Psychic	-
#143	Snorlax	Normal	-

Suggested Types:

Psychic, Electric, Ground

This diverse team can take a while to beat, especially when heavyweight Snorlax makes an appearance. Try using a Psychic Pokémon to defeat Venusaur and Victreebel, as well as lull some of the others to sleep or paralyze them. Pit a Ground type against Electrode. Use Dig a lot so that the volatile Electric type doesn't take you out when it SelfDestructs. An Electric Pokémon should help against Alakazam and Snorlax, but its main purpose is to knock out Lapras.

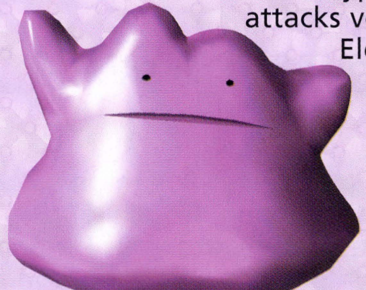
Round 7: Volcano Badge

Suggested Types:

Electric, Water

All of the Pokémon in this team fly. That's good news if your Electric Pokémon is well trained and has a good Special rating. If your Psychic Pokémon knows an Electric attack, bring it along as well, but keep one slot reserved for a powerful Water or Water/Ice type. Moltres and Charizard can't withstand Surf or Hydro Pump attacks very long, so switch to the Water Pokémon if your Electric type fails.

No.	Pokémon	Type 1	Type 2
#144	Articuno	Ice	Flying
#146	Moltres	Fire	Flying
#145	Zapdos	Electric	Flying
#006	Charizard	Fire	Flying
#130	Gyarados	Water	Flying
#142	Aerodactyl	Rock	Flying



Round 8: Volcano Badge

No.	Pokémon	Type 1	Type 2
#151	Mew	Psychic	-
#121	Starmie	Water	Psychic
#103	Exeggutor	Grass	Psychic
#128	Tauros	Normal	-
#112	Rhydon	Ground	Rock
#135	Jolteon	Electric	-

Suggested Types:

Bug, Electric, Water/Ice, Ground

It's time to face the rarest Pokémon of them all, Mew, for the second time. As before, Jolteon does well against Mew because of its high speed and its Bug type Pin Missile attack. Starmie can also be a problematic opponent. Use an Electric type against this quick Water/Psychic Pokémon. Since you probably won't have enough space to bring a Fire type along, you should use an Ice/Water Pokémon's Blizzard against Exeggutor. Tauros is very versatile, but a Ground Pokémon's Dig move helps avoid its attacks and causes high damage. The latter is also very effective against Jolteon. As for Rhydon, take it out with a Hydro Pump hit before it gets the chance to use its horn attack on you.

THE BATTLE AGAINST MEWTWO R-2

Once you have beaten the R-2 Stadium Mode, you can once again face off with Mew's sinister clone, Mewtwo. As before, you can use all six of your Pokémon against this strong opponent.

No.	Pokémon	Type 1	Type 2
#150	Mewtwo	Psychic	-

ZAPDOS
100 OK
HP 95/332
MEWTWO
100 OK
10/385

NIDOKING
100 OK
HP 330/330
MEWTWO
100 OK
10/385

Suggested Types:

Bug, Psychic, Normal

This time around, Mewtwo knows Amnesia on top of Psychic, Blizzard, and Rest. Amnesia is a nasty little technique that increases both Mewtwo's Special attack power and its resistance to Special attacks every time it's used. Again, your best bet to beat Mewtwo is to attack it with another Mewtwo and bring down its HP with Normal attacks. If you've got a high level Ditto and you've somehow gotten your hands on the rare Mew, as well, you can even launch a triple-Mewtwo attack. Both Ditto and Mew can transform into Mewtwo when you're in battle. The odds aren't bad when you're fighting three Mewtwos against one. Of course, you can also try to poison Mewtwo with Toxic or use Jolteon's Pin Missile attack.

SECRET: BONUS WALLPAPERS

Once you've beaten the whole R-2 Mode, you are given a set of wallpapers that you can access in the Gallery Mode. When you're on the Gallery main screen, press and hold the L and R Buttons and move the Cursor to "Print." If you keep the buttons pressed, the Print option will now change to "Bonus." You will now have access to a set of 16 bonus wallpapers from all the different modes that you can even print out as stickers!

GYM LEADER CASTLE ROUND 1

The Gym Leader Castle mode lets you fight your way through eight familiar Pokémon training gyms before facing the Final Four in a grand battle with the most powerful Pokémon yet. The gyms are loosely based on their Game Boy counterparts, which means you will feel right at home if you've played through *Pokémon Blue*, *Red* or *Yellow*.

The key to getting safely through Gym Leader Castle lies in the creation of a strong and diverse Pokémon team. Following is a standard combination that should easily get you through the game:

1. Psychic
2. Electric
3. Water/Ice
4. Fire
5. Ground or Ground/Rock

GYM LEADER CASTLE

1P
JOHN
VS
BUG BOY

As your sixth Pokémon, you may want to choose to bring along a Flying or a Normal type, a Dragon, a second Electric or Psychic, or one of the less popular types like Bug, Grass, Fighting, Poison, or Ghost. It's a good idea to experiment with different combinations, but when playing the Gym Battle or Stadium Modes, you may generally want to stay away from creating a team comprised of three or more Pokémon vulnerable to the same attack type.

Along with a listing of all the Pokémon that appear in the Gym battles, we also supply a suggestion of what types of Pokémon you should have on your team. Since the Pokémon that each player has trained and raised on his or her Game Boy Game Pak differ from person to person, we limit ourselves to suggesting an ideal Pokémon type. If you want to find out more about what it takes to create a powerful team, please refer to the *Battle Strategies* section of this guide.

Gym Leader Castle Rules

- Open to all Pokémon, but you can only bring one of each kind.
- Enter with six Pokémon
- Choose three out of six Pokémon
- No level restrictions
- Opponents' Pokémon levels: Gym Leaders will use level 50 Pokémon. However, if you use any Pokémon over level 50, their Pokémon will be of the same level as your highest level Pokémon.
- No two Pokémon asleep or frozen.
- No SelfDestruct move with last Pokémon.

PEWTER CITY GYM

Trainers

Round 1:	Bug Boy	Round 3:	Jr. Male
Round 2:	Lad	Round 4:	Brock (Gym Leader)

Pokémon Appearing in This Gym

#001 Bulbasaur
#010 Caterpie
#011 Metapod
#012 Butterfree
#013 Weedle
#014 Kakuna
#015 Beedrill
#016 Pidgey
#023 Ekans
#027 Sandshrew
#037 Vulpix
#041 Zubat
#046 Paras
#043 Oddish
#044 Gloom
#050 Diglett
#051 Dugtrio
#074 Geodude
#075 Graveler
#083 Farfetch'd
#095 Onyx
#104 Cubone
#138 Omanyte
#140 Kabuto

Round 1

Trainer: Bug Boy

No.	Pokémon	Type 1	Type 2
#010	Caterpie	Bug	-
#013	Weedle	Bug	Poison
#011	Metapod	Bug	-
#014	Kakuna	Bug	Poison
#015	Beedrill	Bug	Poison
#012	Butterfree	Bug	Flying

Suggested Types:

Fire, Flying

As his name suggests, Bug Boy specializes in Bug Pokémon. And that's all he's got, a selection of poisonous and regular Bugs, as well as a single Flying Butterfree. His lack of variety makes Bug Boy an easy trainer to beat. Bugs are weak against Fire, Poison, Flying, and Rock Pokémon. Poison Pokémon are weak against Ground, Psychic, and Bug Pokémon. Your best bet is to select your most powerful Fire Pokémon as your first and keep on using your best Fire attack over and over.

Round 2

Trainer: Lad

Suggested Types:

Bug, Psychic, Fire

No.	Pokémon	Type 1	Type 2
#001	Bulbasaur	Grass	Poison
#023	Ekans	Poison	-
#041	Zubat	Poison	Flying
#046	Paras	Bug	Grass
#043	Oddish	Poison	Grass
#044	Gloom	Poison	Grass

MEWTWO
100 OK
HP:
372/372
ODDY
100 OK
HP:
246/246

This trainer owns an interesting mixture of Poison and Grass Pokémon. Bug types are strong against both Poison and Grass, so they'll obviously work well. If you don't like Bugs or you simply didn't bring any, go with a Fire and a Psychic Pokémon. You shouldn't have a problem knocking this unbalanced team out.

Round 3

Trainer: Jr. Male

Suggested Types:

Grass, Ice/Water, Electric

No.	Pokémon	Type 1	Type 2
#083	Farfetch'd	Normal	Flying
#050	Diglett	Ground	-
#016	Pidgey	Normal	Flying
#051	Dugtrio	Ground	-
#027	Sandshrew	Ground	-
#074	Geodude	Rock	Ground

Three Ground Pokémon, one Rock/Ground type, and two fliers. Use Ice or Water Pokémon against the Ground gang and shock the Flying types with your favorite Electric Pokémon. Blastoise works great here, as does any other powered-up Water type or dual Water/Ice type Pokémon.

Round 4

Trainer: Brock

Suggested Types:

Water, Electric

No.	Pokémon	Type 1	Type 2
#095	Onyx	Rock	Ground
#075	Graveler	Rock	Ground
#104	Cubone	Ground	-
#037	Vulpix	Fire	-
#138	Omanyte	Rock	Water
#140	Kabuto	Rock	Water

MEWTWO
100 OK
HP 372/372
OMANYTE
100 OK
HP 55/232

Brock hasn't learned anything since his Game Boy days. His dual type Rock and Ground Pokémon may be strong, but a team of Water and Electric Pokémon can easily defeat them. Don't confuse Rock and Ground Pokémon. Rock types are actually susceptible to electricity, whereas Ground types are immune to it. Attack the Rock/Water types with Thunder techniques, and flush Vulpix and the Ground types out of the game with strong Water attacks like Surf or Hydro Pump.

CERULEAN CITY GYM

Trainers

Round 1:	Fisher	Round 3:	Swimmer
Round 2:	Jr. Female	Round 4:	Misty (Gym Leader)

Pokémon Appearing in This Gym

#007 Squirtle
#008 Wartortle
#009 Blastoise
#016 Pidgey
#035 Clefairy
#039 Jigglypuff
#050 Diglett
#052 Meowth
#054 Psyduck
#056 Mankey
#060 Poliwag
#061 Poliwhirl
#064 Kadabra
#072 Tentacool
#086 Seel
#100 Voltorb
#116 Horsea
#117 Seadra
#118 Goldeen
#119 Seaking
#120 Staryu
#121 Starmie
#129 Magikarp
#138 Omanyte

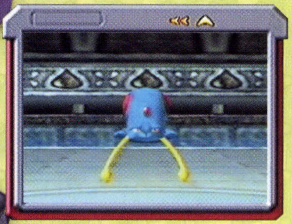
Round 1

Trainer: Fisher

Suggested Types:

Electric

No.	Pokémon	Type 1	Type 2
#007	Squirtle	Water	-
#060	Poliwag	Water	-
#129	Magikarp	Water	-
#008	Wartortle	Water	-
#119	Seaking	Water	-
#072	Tentacool	Water	Poison



Six Water types, one of which is also poisonous. It doesn't really matter which Pokémon you pick as your second and third, as long as your first one is a decent Electric type. Pikachu, Jolteon, Voltorb, Electrode, Zapdos—any one of them will do fine. Just one Thunder hit and the watery team is history.

Round 2

Trainer: Jr. Female

Suggested Types:

Electric, Ground

No.	Pokémon	Type 1	Type 2
#016	Pidgey	Normal	Flying
#117	Seadra	Water	-
#064	Kadabra	Psychic	-
#100	Voltorb	Electric	-
#050	Diglett	Ground	-
#039	Jigglypuff	Normal	-

MENTHO
100 OK
HP 372/372
KADAKADA
100 OK
HP 165/230

You've got to give this junior trainer credit for at least attempting to create a team with lots of variety. Fortunately, you can put together a team that takes care of each one of her Pokémon. An Electric type best defeats Pidgey and Seadra. Voltorb, Jigglypuff, and Kadabra are no match for a strong Ground or Ground/Rock Pokémon, and you might as well bring a good Water type in case Diglett rears its head.

Round 3

Trainer: Swimmer

Suggested Types:

Electric, Psychic

No.	Pokémon	Type 1	Type 2
#052	Meowth	Normal	-
#118	Goldeen	Water	-
#056	Mankey	Fighting	-
#138	Omanyte	Rock	Water
#035	Clefairy	Normal	-
#061	Poliwhirl	Water	-

Notice the three Water type Pokémon mingling in with Meowth, Mankey, and Clefairy. Chances are one or two Water types will be in the team, so start off with a good Electric Pokémon, then follow up with a Psychic. You probably won't need a third Pokémon, so bring along whichever one you like.

Round 4

Trainer: Misty

Suggested Types:

Electric, Grass

No.	Pokémon	Type 1	Type 2
#121	Starmie	Water	Psychic
#116	Horsea	Water	-
#054	Psyduck	Water	-
#009	Blastoise	Water	-
#120	Staryu	Water	-
#086	Seel	Water	-

Another all-Water team. If you've got more than one Electric Pokémon, bring them along. Otherwise, Bug types do well, too, especially against Starmie. Speaking of which, don't underestimate this dual Water/Psychic type. It can put up quite a fight.

VERMILION CITY GYM

Trainers

Round 1:	Sailor	Round 3:	Old Man
Round 2:	Rocker	Round 4:	Lt. Surge (Gym Leader)

Pokémon Appearing in This Gym:

#004 Charmander	#029 Nidoran Female	#079 Slowpoke	#100 Voltorb
#005 Charmeleon	#032 Nidoran Male	#081 Magnemite	#100 Voltorb
#021 Spearow	#055 Golduck	#081 Magnemite	#101 Electrode
#025 Pikachu	#058 Growlithe	#082 Magneton	#101 Electrode
#025 Pikachu	#066 Machop	#090 Shellder	#125 Electabuzz
#026 Raichu	#077 Ponyta	#098 Krabby	#137 Porygon

Round 1

Trainer: Sailor

Suggested Types:

Electric, Flying, Psychic

No.	Pokémon	Type 1	Type 2
#066	Machop	Fighting	-
#021	Spearow	Normal	Flying
#098	Krabby	Water	-
#079	Slowpoke	Water	Psychic
#090	Shellder	Water	-
#055	Golduck	Water	-

Sailor brought plenty of Pokémon back from his travels. Luckily, he didn't see much land, so with the exception of Machop, all are Water and Flying types. Use electricity to subdue all the Water Pokémon, but watch out for Golduck. This duck with Psychic abilities likes to dig itself into a hole. To avoid getting hit, simply switch to a Flying type Pokémon whenever it's underground. Your flyer will also work against Machop. Or, you could switch to a Psychic type for an even quicker victory.

Round 2

Trainer: Rocker

Suggested Types:

Ground

No.	Pokémon	Type 1	Type 2
#137	Porygon	Normal	-
#100	Voltorb	Electric	-
#101	Electrode	Electric	-
#025	Pikachu	Electric	-
#125	Electabuzz	Electric	-
#081	Magnemite	Electric	-

Rocker's team is entirely made up of Electric types, with the exception of the exceedingly rare Porygon. But the fact that it's rare doesn't necessarily mean that it's good, so don't worry about it too much. Instead, build a Ground-heavy team without any Water or Flying types. Ground Pokémon are immune to electricity, but remember that many Electric types also know a few other techniques. Digging works great here.

Round 3

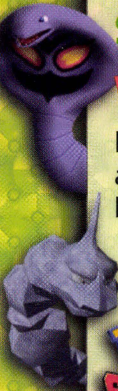
Trainer: Old Man

Suggested Types:

Water, Ground/Rock, Psychic

No.	Pokémon	Type 1	Type 2
#058	Growlithe	Fire	-
#032	Nidoran Male	Poison	-
#029	Nidoran Female	Poison	-
#077	Ponyta	Fire	-
#005	Charmeleon	Fire	-
#004	Charmander	Fire	-

Next, you face a team selected from a pool of four Fire and two Poison Pokémon. Water, Ground, and Rock are good against Fire and Ground; Psychic and Bug are good against the Poison types. Just stick with a strong dual Ground/Rock type and you should emerge victorious.



Round 4

Trainer: Lt. Surge

Suggested Types:

Ground

No.	Pokémon	Type 1	Type 2
#026	Raichu	Electric	-
#100	Voltorb	Electric	-
#101	Electrode	Electric	-
#025	Pikachu	Electric	-
#081	Magnemite	Electric	-
#082	Magneton	Electric	-

A clear choice: leave your Water, Electric, and Flying Pokémon at home this time around and go with Ground all the way. Remember that even though Magnemite and Magneton hover, you can still use Dig against them. It's a good idea to bring a Pokémon that's not too susceptible to Water in case your opponent uses both his "Chus" (Pikachu and Raichu) and hits you with Surf before you can Dig.

CELADON CITY GYM

Trainers

Round 1:	Lass	Round 3:	Cool (Female)
Round 2:	Beauty	Round 4:	Erika (Gym Leader)

Pokémon Appearing in This Gym:

#018	Pidgeot	#045	Vileplume	#104	Cubone	#119	Seaking
#019	Rattata	#046	Paras	#108	Lickitung	#133	Eevee
#030	Nidorina	#047	Parasect	#047	Parasect	#147	Dratini
#033	Nidorino	#070	Weepinbell	#105	Marowak	#120	Staryu
#039	Jigglypuff	#071	Victreebel	#111	Rhyhorn		
#040	Wigglytuff	#084	Doduo	#113	Chansey		
#044	Gloom	#102	Exeggcute	#114	Tangela		

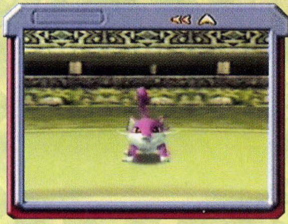
Round 1

Trainer: Lass

Suggested Types:

Ice, Water, Grass

No.	Pokémon	Type 1	Type 2
#039	Jigglypuff	Normal	-
#040	Wigglytuff	Normal	-
#133	Eevee	Normal	-
#104	Cubone	Ground	-
#046	Paras	Bug	Grass
#019	Rattata	Normal	-



Four Normal types, and two Pokémon that absolutely hate the cold. Cubone's an easy target for a Water or Ice attack. Paras won't be able to withstand a standard Ice attack, either. As for the Normal types, use your most powerful Pokémon. You might also want to try to put them to sleep or confuse them so that you don't get your HP decimated by Seismic Toss and other physical attacks.

Round 2

Trainer: Beauty

Suggested Types:

Electric, Grass, Water/Ice

No.	Pokémon	Type 1	Type 2
#120	Staryu	Water	-
#119	Seaking	Water	-
#084	Doduo	Normal	Flying
#018	Pidgeot	Normal	Flying
#111	Rhyhorn	Ground	Rock
#147	Dratini	Dragon	-

You're going up against two Water types, a Dragon, two Flying, and a Ground/Rock Pokémon. An Electric type is a no-brainer against Water and Flying, but you might also want to consider a Grass type if you own a good one. Dratini can't stand the cold, so a dual Water/Ice type (like Cloyster or Lapras) is highly effective. Make sure it has Surf, so you can take out Rhyhorn with the same Pokémon.

Round 3

Trainer: Cool (Female)

Suggested Types:

Psychic, Ground, Flying

No.	Pokémon	Type 1	Type 2
#105	Marowak	Ground	-
#113	Chansey	Normal	-
#047	Parasect	Bug	Grass
#030	Nidorina	Poison	-
#033	Nidorino	Poison	-
#108	Lickitung	Normal	-

Psychic, Ground, or Bug types are great against the Nidos. Don't use your Ground type against Parasect, though. Switch to a Flying Fire type against this Bug/Grass Pokémon. If one of your Pokémon knows a Water, Grass, or Ice technique, use it against the lone Marowak. If you're bringing a Ground Pokémon, make sure it's strong enough to withstand an Ice Beam attack.

Round 4

Trainer: Erika

Suggested Types:

Bug, Fire, Flying, Psychic or Ice

No.	Pokémon	Type 1	Type 2
#044	Gloom	Grass	Poison
#071	Victreebel	Grass	Poison
#114	Tangela	Grass	-
#045	Vileplume	Grass	Poison
#070	Weepinbell	Grass	Poison
#102	Exeggcute	Grass	Psychic

Weepinbell, Victreebel, Gloom, and Vileplume are all Grass/Poison types. Exeggcute is a Grass/Psychic and Tangela a straightforward Grass Pokémon. A one-sided team, so take your pick: Fire, Ice, Flying, Bug, Ground, and Psychic all perform well. Bugs have the biggest advantage, but chances are you own a much better Fire Pokémon. Do bring along a Psychic for the four poisonous weeds. If Tangela, Victreebel, or Weepinbell tangles you up, switch Pokémon to escape the attack.

FUCHSIA CITY GYM

Trainers

Round 1:	Biker	Round 3:	Juggler
Round 2:	Tamer	Round 4:	Koga (Gym Leader)

Pokémon Appearing in This Gym

#002	Ivysaur	#048	Venonat	#070	Weepinbell	#099	Kingler	#110	Weezing
#028	Sandslash	#049	Venomoth	#072	Tentacool	#096	Drowzee	#122	Mr. Mime
#030	Nidorina	#063	Abra	#080	Slowbro	#097	Hypno	#123	Scyther
#033	Nidorino	#064	Kadabra	#088	Grimer	#109	Koffing	#132	Ditto
#048	Venonat	#067	Machoke	#089	Muk	#110	Weezing		

Fuchsia City Gym Battles

Round 1

Trainer: Biker

Suggested Types:

Ground, Psychic, Bug

No.	Pokémon	Type 1	Type 2
#109	Koffing	Poison	-
#088	Grimer	Poison	-
#132	Ditto	Normal	-
#110	Weezing	Poison	-
#048	Venonat	Bug	Poison
#072	Tentacool	Water	Poison

In your first battle in Fuchsia City, you'll face five poisonous Pokémon and the shape-shifting Ditto. Get your Ground, Psychic, and Bug Pokémon out. Dig yourself into the ground or Fly into the air when facing Koffing or Weezing. These Pokémon like to SelfDestruct to take you out.

Round 2

Trainer: Tamer

Suggested Types:

Psychic, Grass, Fire, Electric

No.	Pokémon	Type 1	Type 2
#099	Kingler	Water	-
#028	Sandslash	Ground	-
#123	Scyther	Bug	Flying
#002	Ivysaur	Grass	Poison
#070	Weepinbell	Grass	Poison
#067	Machoke	Fighting	-

This trainer owns a fairly diverse team, although the Bug and Grass Pokémon won't last long against Fire attacks. Psychic is a great pick against both Fighting and Poison, so be sure to have one on the team. Ground types aren't very effective this time, but Grass works against Kingler and Sandslash, and Fire works against Scyther, Weepinbell, and Ivysaur. If you don't have either one, Electric is also good choice against Kingler and Scyther, but it won't do you any good against Sandslash, so bring a Water type along, as well.

Round 3

Trainer: Juggler

Suggested Types:

Bug, Electric

No.	Pokémon	Type 1	Type 2
#096	Drowzee	Psychic	-
#064	Kadabra	Psychic	-
#122	Mr. Mime	Psychic	-
#097	Hypno	Psychic	-
#063	Abra	Psychic	-
#080	Slowbro	Water	Psychic

This team can be quite a challenge if you don't have powerful Pokémon. Psychic types are only weak against Bugs, so if you own one, this is the time to use it. Whatever you do, don't use Fighting or Poison Pokémon. But you can safely bring a non-flying Electric type, or try to take out the Psychics with Blizzard attacks.

Round 4

Trainer: Koga

Suggested Types:

Psychic, Ground or Bug, Fire

No.	Pokémon	Type 1	Type 2
#049	Venomoth	Bug	Poison
#089	Muk	Poison	-
#110	Weezing	Poison	-
#048	Venonat	Bug	Poison
#030	Nidorina	Poison	-
#033	Nidorino	Poison	-

Psychics will cause a lot of damage when pitted against this team, even if some of these poisonous Pokémon are Bug types. You can also use Ground or Bug Pokémon if you've got them. Watch out for sleep spells, and don't let Weezing blow up on you.

SAFFRON CITY GYM

Trainers

Round 1:	Cueball	Round 3:	Medium
Round 2:	Burglar	Round 4:	Sabrina (Gym Leader)

Pokémon Appearing in This Gym

#005 Charmeleon
#037 Vulpix
#038 Ninetales
#042 Golbat
#057 Primeape
#058 Growlithe
#059 Mankey
#064 Kadabra
#065 Alakazam
#066 Machop
#073 Tentacruel
#077 Ponyta
#078 Rapidash
#087 Dewgong
#092 Gastly
#093 Haunter
#094 Gengar
#097 Hypno
#103 Exeggutor
#108 Lickitung
#111 Rhyhorn
#122 Mr. Mime
#124 Jynx
#148 Dragonair

Round 1

Trainer: Cueball

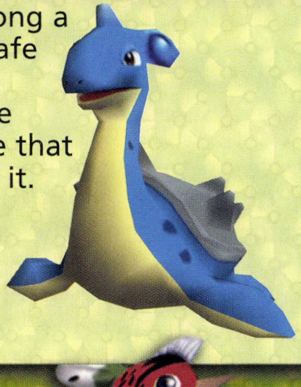
Suggested Types:

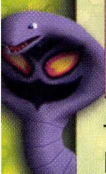
Psychic, Flying, Ice

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#057	Primeape	Fighting	-
#087	Dewgong	Water	Ice
#059	Mankey	Fighting	-
#066	Machop	Fighting	-
#111	Rhyhorn	Ground	Rock

MEWTWO
100 OK
HP 372/372
dewgong
100 OK
HP 111/331

Flying or Psychic Pokémon should easily take care of the fighters, but bring along a Thunder or an Ice Pokémon, as well. Articuno is a safe bet, as he can dish out a powerful Water attack against Rhyhorn and perform Fly attacks against the fighters. Be sure to use sleep moves against the tougher opponents. Note that Dragonair isn't a Water or Ice type, even if its outer appearance suggests it. A powerful Ice attack takes it out in one hit.





Round 2

Trainer: Burglar

Suggested Types:

Water, Ground, Rock

No.	Pokémon	Type 1	Type 2
#038	Ninetales	Fire	-
#037	Vulpix	Fire	-
#077	Ponyta	Fire	-
#058	Growlithe	Fire	-
#005	Charmeleon	Fire	-
#078	Rapidash	Fire	-

Fire time six—an easy choice—and an easy win if you remembered to bring Water, Ground, or Rock Pokémon. Don't use Grass, Ice, or Bugs and you'll be fine.

Round 3

Trainer: Medium

Suggested Types:

Psychic, Electric, Ground or Bug

No.	Pokémon	Type 1	Type 2
#092	Gastly	Ghost	Poison
#093	Haunter	Ghost	Poison
#094	Gengar	Ghost	Poison
#042	Golbat	Poison	Flying
#108	Lickitung	Normal	-
#073	Tentacruel	Water	Poison

Don't use Fighting or Normal Pokémon, as they can't hit the Ghosts. However, Psychics are great against Ghosts and Poison types, so be sure to have at least two in the team. An Electric Pokémon also can't hurt. In case you don't have two Pokémon with Psychic abilities, Ground and Bug types will also hold their own against the Poison types.

Round 4

Trainer: Sabrina

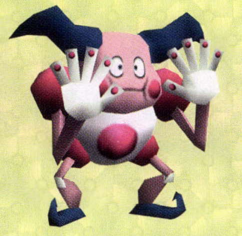
Suggested Types:

Bug, Flying, Ground

No.	Pokémon	Type 1	Type 2
#064	Kadabra	Psychic	-
#065	Alakazam	Psychic	-
#122	Mr. Mime	Psychic	-
#097	Hypno	Psychic	-
#103	Exeggutor	Grass	Psychic
#124	Jynx	Ice	Psychic

Sabrina has put together an all Psychic team. Psychics are weak against Bugs, and Exeggutor and Jynx also hate Fire. Sleep or Confusion moves are a good way to start, as the Psychics will try to put you to sleep, as well. Your best strategy to beat this team is to simply bring your fastest Pokémon, regardless of type. Psychics use a lot of Sleep and Confuse spells, so you need to be quick. Dugtrio and other digging or flying Pokémon are also good choices since they can evade the many status-changing attacks.

CINNABAR ISLAND GYM



Trainers

Round 1:	Judoboy	Round 3:	Nerd
Round 2:	Psychic	Round 4:	Blaine (Gym Leader)

Pokémon Appearing in This Gym

#006 Charizard	#059 Arcanine	#076 Golem	#097 Hypno	#121 Starmie
#020 Raticate	#062 Poliwrath	#078 Rapidash	#101 Electrode	#124 Jynx
#034 Nidoking	#065 Alakazam	#080 Slowbro	#103 Exeggutor	#126 Magmar
#036 Clefable	#067 Machoke	#089 Muk	#106 Hitmonlee	#143 Snorlax
#057 Primeape	#068 Machamp	#091 Cloyster	#115 Kangaskhan	

Round 1

Trainer: Judoboy

Suggested Types:

Psychic, Flying

No.	Pokémon	Type 1	Type 2
#020	Raticate	Normal	-
#057	Primeape	Fighting	-
#067	Machoke	Fighting	-
#034	Nidoking	Poison	Ground
#106	Hitmonlee	Fighting	-
#068	Machamp	Fighting	-

The Karate champ owns a good selection of Fighting Pokémon, as well as a Poison/Ground and a Normal type. Flying and Psychic Pokémon are strong here. Have one Psychic in your group, as well as two Flying Pokémon, and you should be safe. If you don't have the attack "Psychic," begin by putting the Fighters to sleep, then follow up with whatever your strongest Psychic attack is. Note that Judoboy likes to start off with Raticate or Hitmonlee. Hitmonlee is fast, but like most of the Pokémon in this team, it'll waste a round to use Rage. That's enough time to lull it to sleep or even knock it out.

Round 2

Trainer: Psychic

Suggested Types:

Electric, Flying

No.	Pokémon	Type 1	Type 2
#080	Slowbro	Water	Psychic
#065	Alakazam	Psychic	-
#062	Poliwrath	Water	Fighting
#121	Starmie	Water	Psychic
#124	Jynx	Ice	Psychic
#097	Hypno	Psychic	-

Psychics galore, so stay away from Fighting or Poison Pokémon. However, Flying and Electric Pokémon will work; just watch out for Starmie's sporadic Thunder attacks. Don't be afraid to switch Pokémon when the Psychics bring your attack or defensive powers down. If you're put to sleep, switch! You don't want your energy drained while you're sleeping. Also, note that this trainer usually starts off with the slow, but powerful Slowbro, so surprise him with an Electric Pokémon as your first.

Round 3

Trainer: Nerd

Suggested Types:

Flying, Ground

No.	Pokémon	Type 1	Type 2
#101	Electrode	Electric	-
#143	Snorlax	Normal	-
#076	Golem	Rock	Ground
#103	Exeggutor	Grass	Psychic
#089	Muk	Poison	-
#091	Cloyster	Water	Ice

This nerdy trainer tends to try to get his revenge by playing dirty. Snorlax, Golem, Cloyster, Exeggutor, and Electrode all like to SelfDestruct when they're hurt, so exercise extreme caution. Fly and Dig moves protect your Pokémon. The idea is to use Fly or Dig as your first move, so you're not around when these Pokémon blow up. The last Pokémon is not allowed to blow up, so start to use your most powerful moves as soon as Nerd's down to one.

Round 4

Trainer: Blaine

Suggested Types:

Water, Ground or Rock

No.	Pokémon	Type 1	Type 2
#006	Charizard	Fire	Flying
#059	Arcanine	Fire	-
#078	Rapidash	Fire	-
#126	Magmar	Fire	-
#036	Clefable	Normal	-
#115	Kangaskhan	Normal	-

Blaine specializes in Fire Pokémon, but he's smart enough to know that it's hard to succeed with a one-sided team. To make sure that you won't quickly decimate his team by using Water and Ground attacks, he'll bring out the fairly resistant Normal-types Clefable and Kangaskhan from time to time. A strong Ground Pokémon should be tough enough to hold these two at bay. Note that Arcanine, Charizard, and Rapidash appear often, so start off with a Water type.

VIRIDIAN CITY GYM

Trainers

Round 1:	Rocket	Round 3:	Cool (Male)
Round 2:	Lab Man	Round 4:	Giovanni (Gym Leader)

Pokémon Appearing in This Gym

#020	Raticate	#042	Golbat	#062	Poliwrath	#107	Hitmonchan	#139	Omastar
#022	Fearow	#047	Parasect	#073	Tentacruel	#108	Lickitung	#141	Kabutops
#031	Nidoqueen	#051	Dugtrio	#081	Magneton	#112	Rhydon	#145	Zapdos
#034	Nidoking	#053	Persian	#085	Dodrio	#127	Pinsir	#146	Moltres
#036	Clefable	#053	Persian	#085	Dodrio	#128	Tauros		

Round 1

Trainer: Rocket

Suggested Types:

Electric, Psychic, Flying

No.	Pokémon	Type 1	Type 2
#042	Golbat	Poison	Flying
#020	Raticate	Normal	-
#053	Persian	Normal	-
#146	Moltres	Fire	Flying
#085	Dodrio	Normal	Flying
#047	Parasect	Bug	Grass

As always, Thunder is the perfect attack against Flying Pokémon. If you don't have a strong enough Electric Pokémon to deal with Moltres and Dodrio, you can also start off with a Psychic and put everyone to sleep first. Should Parasect appear, use a Fly attack. Golbat is usually part of the team, so bring in your Electric type when this powerful bat appears.

Round 2

Trainer: Lab Man

Suggested Types:

Electric, Psychic, Ground

No.	Pokémon	Type 1	Type 2
#141	Kabutops	Rock	Water
#081	Magneton	Electric	-
#022	Fearow	Normal	Flying
#107	Hitmonchan	Fighting	-
#062	Poliwrath	Water	Fighting
#108	Lickitung	Normal	-

Lab Man's Pokémon love to use status-altering attacks and are particularly fond of the Double Team evasive technique. You need to be quick with Kabutops, Lickitung, Magneton, and Hitmonchan since they will be really hard to hit after a few turns. Don't waste any time on defensive moves and attack right away. Magneton shouldn't be a problem for your Ground type, and Psychic attacks are the way to go against Hitmonchan. Although it may look like a Ground/Bug type, the prehistoric Kabutops is actually a Rock/Water Pokémon. Like Fearow and Poliwrath, Kabutops is easily taken out by Thunder.

Round 3

Trainer: Cool (Male)

Suggested Types:

Ground, Electric

No.	Pokémon	Type 1	Type 2
#139	Omastar	Rock	Water
#085	Dodrio	Normal	Flying
#073	Tentacruel	Water	Poison
#036	Clefable	Normal	-
#145	Zapdos	Electric	Flying
#127	Pinsir	Bug	-

It's a good idea to have an Electric Pokémon on the team to take care of Dodrio, Tentacruel ,and Omastar. Zapdos is ultra-fast and will almost always be part of the team. Use your best Ground/Rock Pokémon against the legendary bird, zap it with Thunder, or try to confuse it or put it to sleep. Don't underestimate Clefable. It may look cute, but it's got a lot of HP and can be tough to beat. A high-level Seismic Toss is a great choice if you don't have powerful elemental attacks at hand.

Round 4

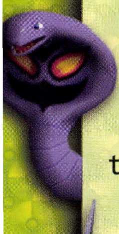
Trainer: Giovanni

Suggested Types:

Water, Psychic

No.	Pokémon	Type 1	Type 2
#053	Persian	Normal	-
#051	Dugtrio	Ground	-
#031	Nidoqueen	Poison	Ground
#034	Nidoking	Poison	Ground
#112	Rhydon	Ground	Rock
#128	Tauros	Normal	-

Leave your Electric Pokémon at home this time around. A combo of a Psychic and two Water Pokémon perform well against this crew. Persian almost always comes out first, so have a fast Pokémon ready. Nidoqueen and Nidoking are weak against both Psychic and Water—imagine what a dual Water/Psychic type like Starmie could do to them…



THE ELITE FOUR

After you beat all four trainers in Viridian City Gym, a secret passage on the map opens and you are able to move into the volcano to face the Elite Four for the final battle.

Trainers

Round 1:	Lorelei	Round 3:	Agatha
Round 2:	Bruno	Round 4:	Lance (Gym Leader)

Pokémon Appearing in This Gym

#003	Venusaur
#006	Charizard
#024	Arbok
#042	Golbat
#076	Golem
#080	Slowbro
#086	Machamp
#087	Dewgong
#089	Muk
#091	Cloyster
#093	Haunter
#094	Gengar
#095	Onix
#106	Hitmonlee
#107	Hitmonchan
#112	Rhydon
#115	Kangaskhan
#124	Jynx
#131	Lapras
#131	Lapras
#130	Gyarados
#142	Aerodactyl
#144	Articuno
#148	Dragonair

Round 1

Trainer: Lorelei

Suggested Types:

Electric, Fire, Rock or Fighting

No.	Pokémon	Type 1	Type 2
#087	Dewgong	Water	Ice
#091	Cloyster	Water	Ice
#080	Slowbro	Water	Psychic
#124	Jynx	Ice	Psychic
#131	Lapras	Water	Ice
#144	Articuno	Ice	Flying

Like in *Pokémon Blue*, *Red* or *Yellow*, Lorelei likes to use a mixture of Ice and Water types. Bring a tough Rock Pokémon with high HP against Jynx if you're having problems with it. Fire is an effective element against it, but it's also a gamble since an Ice Punch from Jynx can easily wipe out a fairly powerful Fire Pokémon. Your best bet is to bring strong Electric types and use Thunder. Watch out for Cloyster. This volatile shellfish likes to SelfDestruct when it doesn't feel like fighting anymore.

Round 2

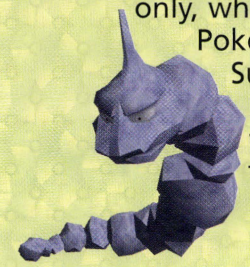
Trainer: Bruno

Suggested Types:

Water, Psychic, Flying

No.	Pokémon	Type 1	Type 2
#095	Onix	Rock	Ground
#107	Hitmonchan	Fighting	-
#106	Hitmonlee	Fighting	-
#068	Machamp	Fighting	-
#076	Golem	Rock	Ground
#112	Rhydon	Ground	Rock

Bruno may have assembled a powerful team of Pokémon, but he owns Fighting and Ground/Rock Pokémon only, which makes him very vulnerable. Any powerful Water Pokémon will take care of the Ground types with Surf, but you also need to bring along either a Psychic for the fighters or a Flying Pokémon that knows Drill Peck or a similarly powerful flight attack.



Round 3

Trainer: Agatha

Suggested Types:

Psychic, Bug or Ground, Fire or Electric

No.	Pokémon	Type 1	Type 2
#093	Haunter	Ghost	Poison
#042	Golbat	Poison	Flying
#024	Arbok	Poison	-
#089	Muk	Poison	-
#003	Venusaur	Grass	Poison
#094	Gengar	Ghost	Poison

Flying type Pokémon like Zapdos are again at an advantage against this primarily Poison-heavy team, as are Bugs and Ground Pokémon. Venusaur doesn't like Fire. A Psychic best defeats Arbok, as well as its Ghost partners. Thunder takes care of any Flying opposition, such as Golbat. If Haunter puts you to sleep, switch to an Electric Pokémon if you can, as it is likely to follow up with Thunderbolt or try to suck your health with Dream Eater.

Round 4

Trainer: Lance

Suggested Types:

Electric, Ice/Water

No.	Pokémon	Type 1	Type 2
#130	Gyarados	Water	Flying
#148	Dragonair	Dragon	-
#142	Aerodactyl	Rock	Flying
#131	Lapras	Water	Ice
#006	Charizard	Fire	Flying
#115	Kangaskhan	Normal	-

Don't let your experience with the Game Boy Pokémon games mislead you. Although Lance still owns a Dragonair, he relies far less on Dragon type Pokémon this time around. Perhaps he learned his lesson when your Ice Pokémon wiped him out the last time around? Dragons are susceptible to Ice attacks, like Ice Beam or Blizzard. A strong Ice/Water type should work against Dragonair and Aerodactyl, while an Electric type against the Flying and Water Pokémon generally works well. Zapdos or Jolteon shows its strength against Gyarados, Lapras, Aerodactyl, and Charizard, and Thunder also causes considerable damage against Dragonair. Use Surf against Aerodactyl for a direct hit. Gyarados is super-susceptible to electricity since it's both Flying and Water.

FINAL BATTLE

Once you beat the Final Four, you have to brave one more battle, a standoff with your Rival. You cannot select new Pokémon or restart the battle against Rival without beating the Final Four again.

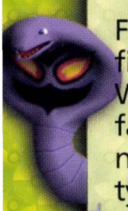
Round 1

Trainer: Rival

Suggested Types:

Fire, Ground, Electric

No.	Pokémon	Type 1	Type 2
#103	Exeggutor	Grass	Psychic
#080	Slowbro	Water	Psychic
#038	Ninetales	Fire	-
#036	Clefable	Normal	-
#125	Electabuzz	Electric	-
#127	Pinsir	Bug	-



Forget everything you know about the final battle in previous Pokémon games. With the exception of his returning favorite Exeggutor, Gary's got an all-new team. And what a team it is: two Psychics (one Water, one Grass), a Fire Pokémon, an Electric type, a Bug, and a Normal one. Luckily, a strong Fire/Ground/Electric team should be able to put your rival in his place. As far as individual battle strategies go, Slowbro uses Surf and Psychic attacks a lot, so protect your Ground type from it. An Electric Pokémon is every effective against Slowbro, a strong Ground Pokémon works well against Electabuzz, and Ninetales and Fire type attacks are the way to go against Exeggutor and Pinsir.

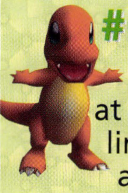
BONUS POKÉMON

After you beat your archrival, you will see a short credit sequence, then you will receive a bonus Pokémon!

Each time you beat the Final Four and your rival, you will receive one of eight somewhat rare Pokémon. These Pokémon are awarded at random, so it's likely that you'll need to beat the Gym Leader Castle again and again to get the ones you want.

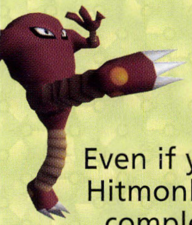
Pokémon You Can Win

- #001 Bulbasaur
- #004 Charmander
- #007 Squirtle
- #106 Hitmonlee
- #107 Hitmonchan
- #133 Eevee
- #138 Omanyte
- #140 Kabuto



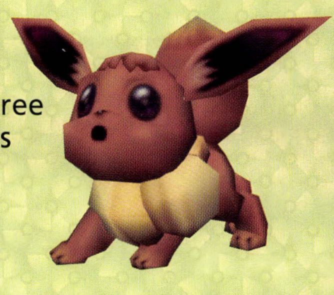
#001 Bulbasaur, #004 Charmander, #007 Squirtle

Players of *Pokémon Red* and *Blue* who could only choose one of these three at the outset of the game will be happy to finally get their hands on the whole lineup. Since each of these three is able to evolve twice, they are invaluable additions to a growing Pokédex.



#106 Hitmonlee, #107 Hitmonchan

Even if you own *Pokémon Yellow*, you had to make a choice: Hitmonlee or Hitmonchan. With *Pokémon Stadium*, you can finally complete the martial arts duo.



#133 Eevee

This is perhaps the most important Pokémon you can win in the game. With the help of Water, Thunder, and Fire Stones, Eevee can evolve into three different types: #134 Vaporeon, #135 Jolteon, and #136 Flareon. The Stones are easy to find, but Eevees are hard to come by. Be sure to have it evolve into a Jolteon if you don't own one yet.

#138 Omanyte, #140 Kabuto

These prehistoric Pokémon were brought back to life with the help of science and a Helix Fossil or a Dome Fossil. In *Pokémon Red*, *Blue* and *Yellow*, you had to choose between them. Here, you can get them both. Omanyte evolves into #139 Omastar, and Kabuto evolves into #141 Kabutops.

GYM LEADER CASTLE ROUND 2

R-2
GYM LEADER CASTLE

The GYM LEADERs await your arrival.
Whoever reaches the top is the ultimate trainer.

The Gym Leader Castle R-2 mode allows you fight your way through eight familiar Pokémon training gyms before facing the Final Four, just as you've done in the original mode, R-1. The gyms are arranged in the same order and accommodate the same trainers. However, the order in which the trainers are arranged and their Pokémon type have changed slightly. The most noticeable difference is that two or more trainer's Pokémon will be of a more evolved type, and the opposition will use Thunder to Paralyze you a lot more than in the previous mode, making this mode more difficult than the last.

Gym Leader Castle Rules

- Open to all Pokémon, but you can only bring one of each kind.
- Enter with six Pokémon.
- Choose three out of six Pokémon.
- No level restrictions.
- Opponents' Pokémon levels: Gym Leaders will use level 50 Pokémon. However, if you use any Pokémon over level 50, their Pokémon will be of the same level as your highest level Pokémon.
- No two Pokémon asleep or frozen.
- No SelfDestruct move with last Pokémon.

PEWTER CITY GYM

Trainers

Round 1:	Bug Boy	Round 3:	Jr. Male
Round 2:	Lad	Round 4:	Brock (Gym Leader)

Pokémon Appearing in This Gym

#002	Ivysaur	#024	Arbok	#046	Paras	#083	Farfetch'd
#012	Buterfree	#027	Sandshrew	#048	Venonat	#095	Onyx
#015	Beedrill	#038	Ninetales	#050	Diglett	#102	Exeggute
#018	Pidgeot	#041	Zubat	#051	Dugtrio	#139	Omastar
#019	Rattata	#042	Goldbat	#075	Graveler	#141	Kabutops
#021	Spearow	#044	Gloom	#076	Golem		

Round 1

Trainer: Bug Boy

Suggested Types:

Fire, Electric

No.	Pokémon	Type 1	Type 2
#046	Paras	Bug	Grass
#019	Rattata	Normal	-
#021	Spearow	Normal	Flying
#018	Pidgeot	Normal	Flying
#015	Beedrill	Bug	Poison
#012	Buterfree	Bug	Flying

As you could guess, Bug Boy has a large collection of Bug Pokémon, but you will notice a slight difference in the Type 2 category. Half of the Pokémon are of the flying type, so you will definitely want to bring into battle some Electric types and Fire to burn the Bug types. This team's lack of variety makes Bug Boy an easy trainer to beat. Bugs are weak against Fire, Poison, Flying, and Rock Pokémon. Flying Pokémon are weak against Electric, Ice, and Rock Pokémon. Your best bet is to select your most powerful Fire Pokémon as your first and keep on using your best fire attack, then switch to your best Electric Pokémon.

Round 2

Trainer: Lad

Suggested Types:

Bug, Psychic, Fire

No.	Pokémon	Type 1	Type 2
#002	Ivysaur	Grass	Poison
#024	Arbok	Poison	-
#041	Zubat	Poison	Flying
#044	Gloom	Poison	Grass
#102	Exeggute	Grass	Psychic
#048	Venonat	Bug	Poison

As in the R-1 Mode, this trainer still has a major interest in Poison and Grass Pokémon. Bug types are strong against both Poison and Grass, so they'll obviously work well. But, if you don't like Bugs, go with Fire and Psychic Pokémon, choosing the Psychic first. The odds lean toward combat with Poison in the first round. You shouldn't have a problem knocking this unbalanced team out.

Round 3

Trainer: Jr. Male

Suggested Types:

Grass, Electric, Ice/Water

No.	Pokémon	Type 1	Type 2
#083	Farfetch'd	Normal	Flying
#050	Diglett	Ground	-
#018	Pidgeot	Normal	Flying
#141	Kabutops	Rock	Water
#027	Sandshrew	Ground	-
#075	Graveler	Rock	Ground

If you aren't much into the Grass Pokémon, use Ice or Water Pokémon against the Ground and Rock gang, and shock the Flying types with your favorite Electric Pokémon. Any powered-up Water type or dual Water/Ice type Pokémon will work nicely.

Round 4

Trainer: Brock

Suggested Types:

Water, Electric

No.	Pokémon	Type 1	Type 2
#095	Onyx	Rock	Ground
#042	Goldbat	Poison	Flying
#076	Golem	Rock	Ground
#038	Ninetales	Fire	-
#051	Dugtrio	Ground	-
#139	Omastar	Rock	Water

Brock hasn't learned anything from the last go around in R-1 Mode. His dual type Rock and Ground Pokémon may be strong, but a team of Water and Electric Pokémon can easily take them down. Don't confuse Rock and Ground Pokémon. Rock types are actually susceptible to electricity, whereas Ground types are immune to it. So, attack the Rock/Water types with Thunder techniques and flush the Ground types out of the game with strong Water attacks like Surf or Hydro Pump.

CERULEAN CITY GYM

Trainers

Round 1:	Fisher	Round 3:	Swimmer
Round 2:	Jr. Female	Round 4:	Misty (Gym Leader)

Pokémon Appearing in This Gym

#008	Wartortle	#040	Wigglytuff	#061	Polywhirl	#091	Cloyter	#117	Seadra
#009	Blastoise	#050	Diglett	#064	Kadabra	#101	Electrode	#119	Seaking
#018	Pidgeot	#051	Dugtrio	#073	Tentacruel	#103	Exeggutor	#121	Starmie
#035	Clefairy	#057	Primeape	#087	Dewgong	#116	Horsea	#133	Eevee

Round 1

Trainer: Fisher

Suggested Types:

Electric, Grass or Ice

No.	Pokémon	Type 1	Type 2
#008	Wartortle	Water	-
#061	Polywhirl	Water	-
#050	Diglett	Ground	-
#091	Cloyter	Water	Ice
#119	Seaking	Water	-
#133	Eevee	Normal	-

MEWTWO
100 OK
HP
372/372
DIGLISH
100 OK
HP
207/207

In R-1 Mode, there were six Water type Pokémon in this battle; now there are four and a Ground type thrown in to counter your obvious choice of Electric type Pokémon. To counter this trainer's defense, choose two Electric types and one Grass or Ice type to take out his Ground type. Pikachu, Jolteon, Voltorb, Electrode, Zapdos—any one of them will do fine. Just one Thunder hit and the watery team is history.

Round 2

Trainer: Jr. Female

Suggested Types:

Electric, Ground

No.	Pokémon	Type 1	Type 2
#018	Pidgeot	Normal	Flying
#117	Seadra	Water	-
#064	Kadabra	Psychic	-
#101	Electrode	Electric	-
#051	Dugtrio	Ground	-
#035	Clefairy	Normal	-

MEWTWO
100 OK
HP
372/372
CLOYSTISH
100 OK
HP
54/287

CLOYSTISH used WITHDRAW!

You've got to give this junior trainer credit for at least attempting to create a team with lots of variety. Fortunately, you can put together a team that takes care of each one of her Pokémon. An Electric type best defeats Pidgeot and Seadra. Kadabra and Electrode are no match for a strong Ground or Ground/Rock Pokémon, and you might as well bring a good Water type in case the Dugtrio rear their heads.

Round 3

Trainer: Swimmer

Suggested Types:

Electric, Psychic

No.	Pokémon	Type 1	Type 2
#073	Tentacruel	Water	Poison
#116	Horsea	Water	-
#008	Wartortle	Water	-
#057	Primeape	Fighting	-
#040	Wigglytuff	Normal	-
#061	Poliwrath	Water	Fighting

Here you are faced with three Water type Pokémon. Also thrown in the mix are Primeape and Wigglytuff. Choose a couple Electric type Pokémon; they'll dry up the Water types. Also bring a strong Psychic as your third choice, as it will make short work of the Fighter and Normal type Pokémon, should they appear.

Round 4

Trainer: Misty

Suggested Types:

Electric, Grass, Fire

No.	Pokémon	Type 1	Type 2
#121	Starmie	Water	Psychic
#103	Exeggutor	Grass	Psychic
#117	Seadra	Water	-
#051	Dugtrio	Ground	-
#009	Blastoise	Water	-
#087	Dewgong	Water	Ice

To counter the four Water types, you need to bring in your Electric type, but notice that they are also Psychic, and that is where your Grass type come into play. If you have a Bug or strong Fire Type, now is the time to bring it in to use against the challenging Exeggutor.

VERMILION CITY GYM

Trainers

Round 1:	Sailor	Round 3:	Old Man
Round 2:	Rocker	Round 4:	Lt. Surge (Gym Leader)

Pokémon Appearing in This Gym

#004	Butterfree	#053	Persian	#071	Victreebek	#114	Tangela
#005	Charmeleon	#055	Golduck	#080	Slowbro	#125	Electabuzz
#022	Fearow	#057	Primeape	#081	Magnemite	#137	Porygon
#026	Raichu	#059	Arcanine	#099	Kingler		
#042	Golbat	#062	Poliwrath	#101	Electrode		
#047	Parasect	#067	Machoke	#108	Lickitung		

Round 1

Trainer: Sailor

Suggested Types::

Electric, Psychic, Flying

No.	Pokémon	Type 1	Type 2
#067	Machoke	Fighting	-
#022	Fearow	Normal	Flying
#099	Kingler	Water	-
#080	Slowbro	Water	Psychic
#057	Primeape	Fighting	-
#055	Golduck	Water	-

Use electricity to subdue all the Water Pokémon, but watch out for Golduck. It likes to dig itself into a hole. To avoid getting hit, simply switch to a Flying type Pokémon whenever it's underground. Switch over to your Psychic Pokémon to use against the fighters for a quick win.

Round 2

Trainer: Rocker

Suggested Types::

Ground, Psychic

No.	Pokémon	Type 1	Type 2
#137	Porygon	Normal	-
#042	Golbat	Poison	Flying
#101	Electrode	Electric	-
#026	Raichu	Electric	-
#125	Electabuzz	Electric	-
#081	Magnemite	Electric	-

Rocker's team is, for the most part, Electric types, so bring a Ground-heavy team and make sure not to have any Water or Flying types! Ground Pokémon are immune to electricity, but not your flyers. Digging works great here. Porygon may be rare, but that does not mean it is tough. Bring a Pychic to counter the Normal and Poison types.

Round 3

Trainer: Old Man

Suggested Types:

Fire, Water, Pyschic/Electric

No.	Pokémon	Type 1	Type 2
#047	Parasect	Bug	Grass
#059	Arcanine	Fire	-
#071	Victreebek	Grass	Poison
#053	Persian	Normal	-
#005	Charmeleon	Fire	-
#012	Butterfree	Bug	Flying

The Old Man's team has changed quite a bit from R-1. Instead of having four Fire types as before, he now has a weakness against Fire. Bring Water for his remaining Fire types, but also bring Fire to take out his Bug and Grass types. If you have a Psychic that knows Electric attacks as well, bring it to combat the Butterfreee and Persian.

Round 4

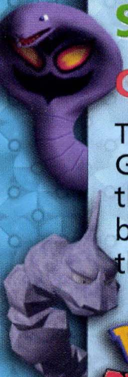
Trainer: Lt. Surge

Suggested Types:

Ground, Electric

No.	Pokémon	Type 1	Type 2
#026	Raichu	Electric	-
#114	Tangela	Grass	-
#062	Poliwrath	Water	Fighting
#108	Lickitung	Normal	-
#125	Electabuzz	Electric	-
#101	Electrode	Electric	-

The obvious choice here is to bring Ground Pokémon to counter Lt. Surge's Electric bunch. It's a good idea to bring a Pokémon that's not too susceptible to Water in case your opponent uses Raichu and hits you with Surf before you can Dig. Fire would work well against the Tangela, but it won't fare too well against the Poliwrath, so go with an Electric type to go up against these two.



CELADON CITY GYM

Trainers

Round 1:	Lass	Round 3:	Cool (Female)
Round 2:	Beauty	Round 4:	Erika (Gym Leader)

Pokémon Appearing in This Gym

#018	Pidgeot	#045	Vileplume	#087	Dewgong	#114	Tangela
#020	Raticate	#047	Parasect	#103	Exeggcutor	#119	Seaking
#030	Nidoqueen	#051	Dugtrio	#105	Marowak	#121	Starmie
#034	Nidoking	#071	Victreebel	#108	Lickitung	#142	Aerodactyl
#036	Clefable	#083	Farfetch'd	#112	Rhydon	#148	Dragonair
#040	Wigglytuff	#085	Dodrio	#113	Chansey		

Round 1

Trainer: Lass

Suggested Types:

Ice, Fighting

No.	Pokémon	Type 1	Type 2
#148	Dragonair	Dragon	-
#040	Wigglytuff	Normal	-
#083	Farfetch'd	Normal	Flying
#051	Dugtrio	Ground	-
#045	Vileplume	Grass	Poison
#020	Raticate	Normal	-

The three Normal types will be weak against Fighting types or your most powerful Pokémon of any type; just make sure they aren't susceptible to Lass's other Pokémon. Your strongest Ice type will do well against all of Lass's team.

Round 2

Trainer: Beauty

Suggested Types:

Electric, Grass, Water, Ice

No.	Pokémon	Type 1	Type 2
#121	Starmie	Water	Psychic
#119	Seaking	Water	-
#085	Dodrio	Normal	Flying
#018	Pidgeot	Normal	Flying
#112	Rhydon	Ground	Rock
#142	Aerodactyl	Rock	Flying

You're going up against two Water types, three Flying, and one Ground/Rock Pokémon. An Electric type is a no-brainer against Water and Flying, but you might also want to consider a Grass type if you own a good one to take out Rhydon.

Round 3

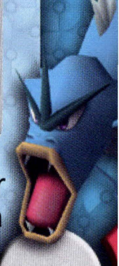
Trainer: Cool (Female)

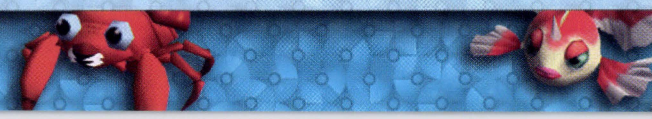
Suggested Types:

Psychic, Ground, Flying

No.	Pokémon	Type 1	Type 2
#105	Marowak	Ground	-
#113	Chansey	Normal	-
#047	Parasect	Bug	Grass
#031	Nidoqueen	Poison	Ground
#034	Nidoking	Poison	Ground
#108	Lickitung	Normal	-

No big changes from R-1 here, except the Nidos are a bit tougher. Psychic, Ground, or Bug types are great against the Nidos. Don't use your Ground type against Parasect, though. Switch to a Flying or Fire type against this Bug/Grass Pokémon. If one of your Pokémon knows a Water, Grass, or Ice technique, use it against the lone Marowak. If you're bringing a Ground Pokémon, make sure it's strong enough to withstand an Ice Beam attack.





Round 4

Trainer: Erika

Suggested Types:

Bug, Fire, Flying, Psychic, Ice

No.	Pokémon	Type 1	Type 2
#045	Vileplume	Grass	Poison
#036	Clefable	Normal	-
#114	Tangela	Grass	-
#087	Dewgong	Water	Ice
#071	Victreebel	Grass	Poison
#103	Exeggcutor	Grass	Psychic

Vileplume and Victreebel are both Grass/Poison types. Exeggcutor is a Grass/Psychic and Tangela a straightforward Grass Pokémon. A one-sided team, so take your pick: Fire, Ice, Flying, Bug, Ground, and Psychic all perform well. Just keep in mind Erika has a Dewgong to douse your Fire types. Bugs have the biggest advantage. Have a Psychic for the poisonous weeds, and if Tangela or Victreebel tangles you up, switch Pokémon to escape the attack.

FUCHSIA CITY GYM

Trainers

Round 1:	Juggler	Round 3:	Biker
Round 2:	Tamer	Round 4:	Koga (Gym Leader)

Pokémon Appearing in This Gym

#028	Sandslash	#068	Machamp	#099	Kingler	#124	Jynx
#036	Clefable	#071	Victreebel	#101	Electrode	#125	Electabuzz
#047	Parasect	#073	Tentacruel	#110	Weezing	#132	Ditto
#049	Venomoth	#080	Slowbro	#114	Tangela	#141	Kabutops
#053	Persian	#089	Muk	#122	Mr. Mime		
#065	Alakazam	#097	Hypno	#123	Scyther		

Round 1

Trainer: Juggler

Suggested Types:

Bug, Ground

No.	Pokémon	Type 1	Type 2
#036	Clefable	Normal	-
#080	Slowbro	Water	Psychic
#125	Electabuzz	Electric	-
#065	Alakazam	Psychic	-
#122	Mr. Mime	Psychic	-
#101	Electrode	Electric	-

The Juggler calmed down on his Psychic hang-up since R-1, but this team can still be quite a challenge if you don't have powerful Pokémon. Psychic types are only weak against Bugs, so if you own one, this is the time to use it. Whatever you do, don't use Fighting or Poison Pokémon. However, you can safely bring a Ground type for the two Electric Pokémon, Electrode and Electabuzz.

Round 2

Trainer: Tamer

Suggested Types:

Psychic, Grass, Fire, Electric

No.	Pokémon	Type 1	Type 2
#099	Kingler	Water	-
#028	Sandslash	Ground	-
#123	Scyther	Bug	Flying
#071	Victreebel	Grass	Poison
#068	Machamp	Fighting	-
#053	Persian	Normal	-

Tamer still owns a fairly diverse team, although Scyther and Victreebel won't last long against Fire attacks. Psychic is a great pick against both Fighting and Poison, so be sure to have one on the team. Grass works against Kingler and Sandslash, and Fire works against Scyther and Victreebel. If you don't have either one, Electric is also a good choice against Kingler and Scyther. However, it won't do you any good against Sandslash, so bring a Water type along.

Round 3

Trainer: Biker

Suggested Types:

Psychic, Electric, Bug

No.	Pokémon	Type 1	Type 2
#141	Kabutops	Rock	Water
#089	Muk	Poison	-
#132	Ditto	Normal	-
#110	Weezing	Poison	-
#124	Jynx	Ice	Psychic
#073	Tentacruel	Water	Poison

Your strong Psychic Pokémon will do nicely in this battle. Muk and Weezing can be taken out with one good Psychic blast. Dig yourself into the ground or Fly into the air when facing Weezing, who also likes to SelfDestruct. Use the Electric attacks on Kabutops and Tentacruel.

Round 4

Trainer: Koga

Suggested Types:

Psychic, Fire

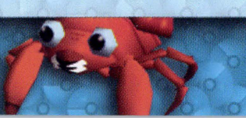
No.	Pokémon	Type 1	Type 2
#049	Venomoth	Bug	Poison
#089	Muk	Poison	-
#110	Weezing	Poison	-
#097	Hypno	Psychic	-
#114	Tangela	Grass	-
#047	Parasect	Bug	Grass

All you need is one strong Psychic to take out all of Koga's Pokémon, but you need to choose two more, so go with another Psychic and a strong Fire type. Be careful of Sleep spells and Weezing's exploding tendencies.

SAFFRON CITY GYM

Trainers

Round 1:	Cueball	Round 3:	Medium
Round 2:	Burglar	Round 4:	Sabrina (Gym Leader)



Pokémon Appearing in This Gym

#142	Aerodactyl	#057	Primeape	#078	Rapidash	#103	Exeggutor	#126	Magmar
#028	Sandslash	#059	Arcanine	#086	Machamp	#108	Lickitung	#131	Lapras
#036	Clefable	#062	Poliwrath	#087	Dewgong	#110	Weezing	#040	Wigglytuff
#038	Ninetales	#065	Alakazam	#094	Gengar	#112	Rhydon	#143	Snorlax
#042	Golbat	#073	Tentacruel	#097	Hypno	#122	Mr. Mime		

Round 1

Trainer: Cueball

Suggested Types:

Grass, Ice, Psychic

No.	Pokémon	Type 1	Type 2
#062	Poliwrath	Water	Fighting
#057	Primeape	Fighting	-
#087	Dewgong	Water	Ice
#028	Sandslash	Ground	-
#142	Aerodactyl	Rock	Flying
#112	Rhydon	Ground	Rock

Cueball changed his line up considerably since R-1. If you have Grass type Pokémon, now would be the time to use them. Grass would be better than Electric types because of the Ground type that Cueball could bring in. Lastly, a Psychic with Electric abilities could be very useful for the overall counterattack.

Round 2

Trainer: Burglar

Suggested Types:

Water, Ground, Rock, Psychic

No.	Pokémon	Type 1	Type 2
#038	Ninetales	Fire	-
#110	Weezing	Poison	-
#059	Arcanine	Fire	-
#036	Clefable	Normal	-
#068	Machamp	Fighting	-
#078	Rapidash	Fire	-

Burglar has all type 1 Pokémon in his team—should be easy to figure out what to bring! Choose two Water types to go up against his three Fire types, and then bring a Psychic that knows Dig. If you don't have a Psychic with Dig, bring Rock or Ground types.

Round 3

Trainer: Medium

Suggested Types:

Psychic, Electric, Water

No.	Pokémon	Type 1	Type 2
#131	Lapras	Water	Ice
#126	Magmar	Fire	-
#094	Gengar	Ghost	Poison
#042	Golbat	Poison	Flying
#108	Lickitung	Normal	-
#073	Tentacruel	Water	Poison

Don't use Fighting or Normal Pokémon, as they can't hit the Ghosts. However, Psychics are great against Ghosts and Poison types, so consider having two in the team. An Electric Pokémon will do nicely against the Lapras and Golbat. Bring a Water type just in case Magmar pops up.

Round 4

Trainer: Sabrina

Suggested Types:

Bug, Flying, Fire

No.	Pokémon	Type 1	Type 2
#065	Alakazam	Psychic	-
#143	Snorlax	Normal	-
#122	Mr. Mime	Psychic	-
#097	Hypno	Psychic	-
#103	Exeggutor	Grass	Psychic
#040	Wigglytuff	Normal	-

Do not bring Fighters to counter the Normal types that Sabrina brings along; they won't stand a chance with all the Psychics here. Use Fire or your Pychics against the Normal types. Sleep or Confusion moves are a good way to start, as the Psychics will try to put you to sleep, as well. Bring your fastest Pokémon, regardless of type. These Psychics use a lot of Sleep and Confuse spells, so you need to be quick. Dugtrio and other digging or flying Pokémon are also good choices since they can evade the many status-changing attacks.

CINNABAR ISLAND GYM

Trainers

Round 1:	Judoboy	Round 3:	Psychic
Round 2:	Nerd	Round 4:	Blaine (Gym Leader)

Pokémon Appearing in This Gym

#006	Charizard
#020	Raticate
#034	Nidoking
#047	Parasect
#057	Primeape
#062	Poliwrath
#065	Alakazam
#068	Machamp
#076	Golem
#078	Rapidash
#080	Slowbro
#082	Magneton
#089	Muk
#091	Cloyster
#094	Gengar
#101	Electrode
#103	Exeggutor
#105	Marowak
#113	Chansey
#114	Tangela
#121	Starmie
#123	Scyther
#124	Jynx
#126	Magmar

Round 1

Trainer: Judoboy

Suggested Types:

Psychic, Flying or Water

No.	Pokémon	Type 1	Type 2
#105	Marowak	Ground	-
#057	Primeape	Fighting	-
#020	Raticate	Normal	-
#034	Nidoking	Poison	Ground
#123	Scyther	Bug	Flying
#068	Machamp	Fighting	-

MEWTWO
100 OK
HP 372/372
CATE
100 OK
HP 94/295

Have one Psychic in your group, as well as two Flying or Water Pokémon, and you should be safe. The Psychic can easily take out all of these types except for Marowak. If you don't have the attack "Psychic," begin by putting the Fighters to sleep, then follow up with whatever your strongest Psychic attack is. If Rage is used against you, use Sleep to counteract this move, if you have it.

Round 2

Trainer: Nerd

Suggested Types:

Ground, Psychic, Ice

No.	Pokémon	Type 1	Type 2
#101	Electrode	Electric	-
#094	Gengar	Ghost	Poison
#076	Golem	Rock	Ground
#103	Exeggutor	Grass	Psychic
#089	Muk	Poison	-
#091	Cloyster	Water	Ice

The Nerd has a wide variety of types, and these types are sore losers. The majority of his Pokémon like to SelfDestruct when they're hurt. Flying and digging moves protect your Pokémon from explosions. The idea is to use Fly or Dig as your first move, so you're not around when these Pokémon blow up. Use Ground, Psychic, and Ice attacks to eliminate the Nerd.

Round 3

Trainer: Psychic

Suggested Types:

Electric, Bug

No.	Pokémon	Type 1	Type 2
#080	Slowbro	Water	Psychic
#065	Alakazam	Psychic	-
#062	Poliwrath	Water	Fighting
#121	Starmie	Water	Psychic
#124	Jynx	Ice	Psychic
#082	Magneton	Electric	-

Psychics galore, so stay away from Fighting or Poison Pokémon. However, Electric and Bug Pokémon will work. If you bring Flying type, make sure to switch when Magneton arrives. If you're put to sleep, switch! You don't want your energy drained while you're sleeping. Also note that the Psychic usually starts off with the slow, but powerful Slowbro, so surprise it with an Electric Pokémon as your first choice.

Round 4

Trainer: Blaine

Suggested Types:

Water, Ground, Fire

No.	Pokémon	Type 1	Type 2
#006	Charizard	Fire	Flying
#126	Magmar	Fire	-
#078	Rapidash	Fire	-
#113	Chansey	Normal	-
#114	Tangela	Grass	-
#047	Parasect	Bug	Grass

Blaine specializes in Fire Pokémon, but he's smart enough to know that it's hard to succeed with a one-sided team. To make sure that you won't quickly decimate his team by using Water and Ground attacks, he'll bring out the fairly resistant Normal-type, Chansey from time to time. A strong Ground or Fire Pokémon should do the trick on Chansey. Note that the Fire types appear often, so start off with a Water-type, and if Tangela shows up first, throw your own Fire type out there.

VIRIDIAN CITY GYM

Trainers

Round 1:	Rocket	Round 3:	Cool (Male)
Round 2:	Lab Man	Round 4:	Giovanni (Gym Leader)

Pokémon Appearing in This Gym

#020	Raticate	#047	Parasect	#085	Dodrio	#128	Tauros
#022	Fearow	#053	Persian	#094	Gengar	#139	Omastar
#031	Nidoqueen	#062	Poliwrath	#107	Hitmonchan	#141	Kabutops
#034	Nidoking	#073	Tentacruel	#108	Lickitung	#145	Zapdos
#036	Clefable	#081	Magneton	#115	Kangaskhan	#146	Moltres
#042	Golbat	#085	Dodrio	#127	Pinsir		

Round 1

Trainer: Rocket

Suggested Types:

Fighting, Electric, Fire

No.	Pokémon	Type 1	Type 2
#042	Golbat	Poison	Flying
#020	Raticate	Normal	-
#053	Persian	Normal	-
#115	Kangaskhan	Normal	-
#085	Dodrio	Normal	Flying
#047	Parasect	Bug	Grass

Lots of Normal type Pokémon here, and their weakness are Fighting attacks. Thunder is the perfect attack against the two Flying Pokémon. If you don't have a strong enough Electric Pokémon to deal with Dodrio, you can also start off with a Psychic and put everyone to sleep first. Should Parasect appear, use a Fly attack. Golbat is usually part of the team, so bring in your Electric type when this powerful bat appears.

Round 2

Trainer: Lab Man

Suggested Types:

Electric, Psychic, Ground

No.	Pokémon	Type 1	Type 2
#141	Kabutops	Rock	Water
#082	Magneton	Electric	-
#022	Fearow	Normal	Flying
#107	Hitmonchan	Fighting	-
#062	Poliwrath	Water	Fighting
#108	Lickitung	Normal	-

This lineup has not changed one bit from R-1, so the exact same combination that you used there will work again. Remember not to waste time on defensive moves, and attack right away because you need to be quick with Kabutops, Lickitung, Magneton, and Hitmonchan—they'll be really hard to hit after a few turns. Magneton shouldn't be a problem for your Ground type, and Psychic attacks are the way to go against Hitmonchan. Fearow, Poliwrath, and Kabutops are easily taken out by Thunder.

Round 3

Trainer: Cool (Male)

Suggested Types:

Ground, Electric

No.	Pokémon	Type 1	Type 2
#139	Omastar	Rock	Water
#085	Dodrio	Normal	Flying
#073	Tentacruel	Water	Poison
#036	Clefable	Normal	-
#145	Zapdos	Electric	Flying
#127	Pinsir	Bug	-

As with the last trainer, Cool hasn't changed Pokémon since you fought him in R-1. I guess he didn't learn from his last defeat. Have an Electric Pokémon on the team to take care of Dodrio, Tentacruel, Zapdos, and Omastar. Remember that Clefable has a lot of HP and can be tough to beat. A high-level Seismic Toss is a great choice if you don't have powerful elemental attacks at hand.

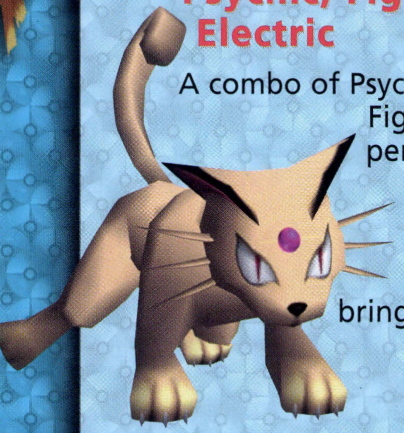
Round 4

Trainer: Giovanni

Suggested Types:

Psychic, Fighting, Electric

No.	Pokémon	Type 1	Type 2
#053	Persian	Normal	-
#128	Tauros	Normal	-
#031	Nidoqueen	Poison	Ground
#034	Nidoking	Poison	Ground
#094	Gengar	Ghost	Poison
#146	Moltres	Fire	Flying



A combo of Psychic and two Fighting Pokémon perform well against this crew. Persian almost always comes out first, so have a fast Pokémon ready. Nidoqueen and Nidoking are weak against both Psychic and Water. Make sure to bring one Pokémon that has Electric attacks for Moltres.

THE ELITE FOUR

After you beat all four trainers in Viridian City Gym, a secret passage on the map opens and you are able to move into the volcano to face the Elite Four for the final battle.

Trainers

Round 1:	Lorelei	Round 3:	Agatha
Round 2:	Bruno	Round 4:	Lance (Gym Leader)

Pokémon Appearing in This Gym

#003	Venusaur	#065	Alakazam	#103	Exeggutor	#125	Electabuzz
#006	Charizard	#080	Slowbro	#106	Hitmonlee	#130	Gyarados
#024	Arbok	#086	Machamp	#112	Rhydon	#131	Lapras
#036	Clefable	#089	Muk	#115	Kangaskhan	#139	Omastar
#040	Wigglytuff	#091	Cloyster	#121	Starmie	#143	Snorlax
#059	Arcanine	#094	Gengar	#124	Jynx	#144	Articuno

Elite Four Battles R-2

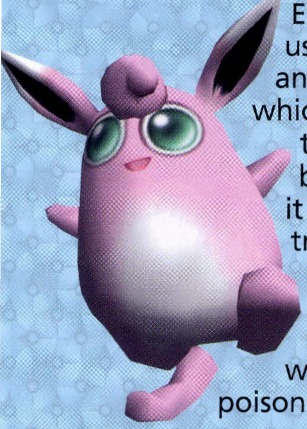
Round 1

Trainer: Lorelei

Suggested Types:

Electric, Rock, Fighting

No.	Pokémon	Type 1	Type 2
#040	Wigglytuff	Normal	-
#091	Cloyster	Water	Ice
#103	Exeggutor	Grass	Psychic
#121	Starmie	Water	Psychic
#139	Omastar	Rock	Water
#144	Articuno	Ice	Flying



Exeggutor will use Psychic attacks and has 377 HP, which makes for one tough plant to beat! Drill Peck works really well on it, or Poisoning it on the first round with Toxic will keep it under control. Wigglytuff is a Normal type with tons of HP! But a strong Thunder move can beat it down to half HP with one hit. However, it has the Rest ability, so make sure to use over and over the technique that you find works best on it while it is asleep. Cloyster will spit Toxic poison at you, so counter with Electric.

Round 2

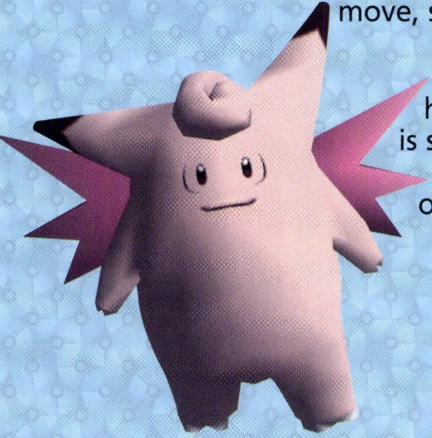
Trainer: Bruno

Suggested Types:

Psychic, Water, Electric

No.	Pokémon	Type 1	Type 2
#036	Clefable	Normal	-
#089	Muk	Poison	-
#106	Hitmonlee	Fighting	-
#068	Machamp	Fighting	-
#080	Slowbro	Water	Psychic
#112	Rhydon	Ground	Rock

If you don't take Muk out with the first shot of Psychic, it will SelfDestruct, so prepare for the worst by bringing a couple of Psychics. Clefable favors the Body Slam move, so a recovering Psychic would be preferable in this battle. Machamp is a chump when hit with Psychic, and Slowbro is susceptible to Electric attacks. This shouldn't be a tough one if you have good Psychics.



Round 3

Trainer: Agatha

Suggested Types:

Psychic, Bug or Ground, Fire or Electric

No.	Pokémon	Type 1	Type 2
#124	Jynx	Ice	Psychic
#065	Alakazam	Psychic	-
#024	Arbok	Poison	-
#130	Gyarados	Water	Flying
#003	Venusaur	Grass	Poison
#094	Gengar	Ghost	Poison

Flying type Pokémon like Zapdos are again at an advantage against this primarily Poison-heavy team, as are Bugs and Ground Pokémon. Venusaur doesn't like Fire. Arbok is best defeated by a Psychic, as is Gengar, and Thunder takes care of Gyrados.

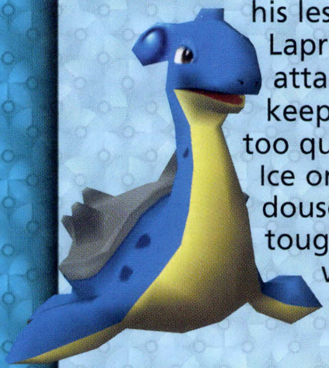
Round 4

Trainer: Lance

Suggested Types:

Electric, Ice/Water, Ground

No.	Pokémon	Type 1	Type 2
#059	Arcanine	Fire	-
#143	Snorlax	Normal	-
#131	Lapras	Water	Ice
#125	Electabuzz	Electric	-
#006	Charizard	Fire	Flying
#115	Kangaskhan	Normal	-



No more Dragons! I guess he learned his lesson—finally! Lapras hates Electric attacks, but its 447 HP keeps it from falling too quickly after absorbing a few strong attacks. It'll use Ice Beam, so if you have an Ice or Water type with Electric attacks, that would be cool! Arcanine should be doused with Surf, but be careful; it can Dig! Snorlax, with its 507 HP, could be the toughest one to beat, though. Use Toxic or Confusion on it to have it hurt itself while you are trying to defeat it.

FINAL BATTLE

Once you beat the Final Four, you have to brave one more battle, a standoff with your Rival. You cannot select new Pokémon or restart the battle against Rival without beating the Final Four again.

Round 1

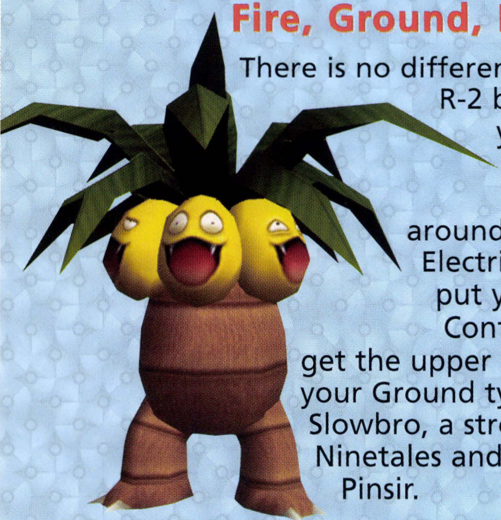
Trainer: Rival

NIDOKING
100 OK
HP 338/338
NINETALES
100 OK
HP 266/333

No.	Pokémon	Type 1	Type 2
#103	Exeggutor	Grass	Psychic
#080	Slowbro	Water	Psychic
#038	Ninetales	Fire	-
#036	Clefable	Normal	-
#125	Electabuzz	Electric	-
#127	Pinsir	Bug	-

Suggested Types:

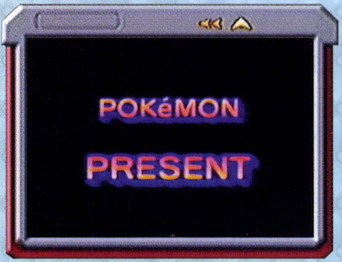
Fire, Ground, Electric



GENGAR
100 OK
HP 306/306
EXEGGUTOR
100 OK
HP 377/377

There is no difference between the R-1 and the R-2 battles with Gary, though you may see the Pokémon in his team you didn't see in the last time around. A strong Fire/Ground/ Electric team should be able to put your rival in his place. Use Confusion, Toxic, and Paralyzing attacks on the Normal types to get the upper hand. Slowbro uses Surf and Psychic attacks a lot, so protect your Ground type from it. An Electric Pokémon is every effective against Slowbro, a strong Ground Pokémon works well against Electabuzz, and Ninetales and Fire type attacks are the way to go against Exeggutor and Pinsir.

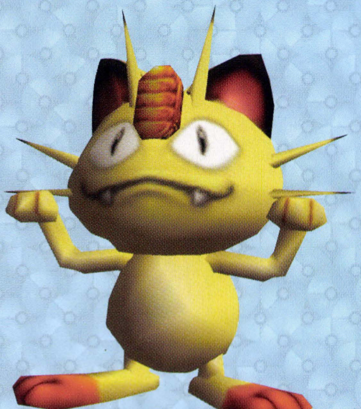
BONUS POKÉMON

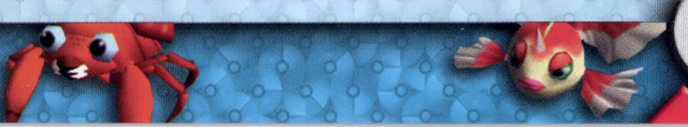


POKéMON
PRESENT

After you beat your archrival, you will see a short credit sequence, then you will receive a bonus Pokémon! See the end of the *Gym Leader Castle Round 1* section of this guide for details on the bonus Pokémon.

Would you like to release BULBASAUR and receive HITMONCHAN?

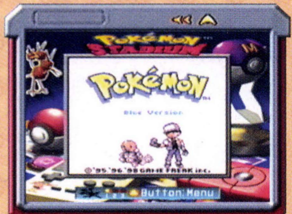




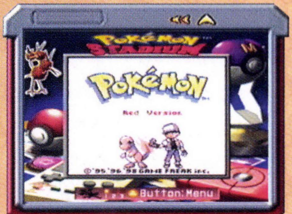
GB TOWER MODE

PLAYING GAME BOY ON YOUR N64

The unique GB Tower option enables Nintendo 64 owners to use their *Pokémon Stadium* Game Pak as a Super Game Boy of sorts and play their Game Boy games on a bigger screen. Of course, you can't just play any Game Boy game. The GB Tower Mode is limited to *Pokémon Blue*, *Red* and *Yellow* only. Depending on which one of the three Game Paks you use, the Game Boy screen on your TV will feature a different color of frame.


Pokémon Stadium
Pokémon
Blue Version
'95.'96.'98 GAME FREAK inc.
B Button: Menu

Pokémon Blue


Pokémon Stadium
Pokémon
Red Version
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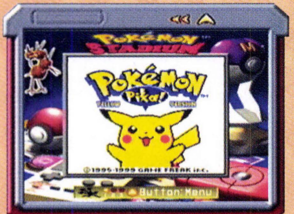
Pokémon Red


Pokémon Stadium
Pokémon Pika!
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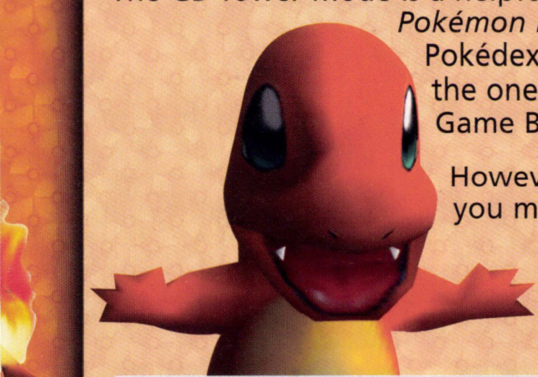
B Button: Menu

Pokémon Yellow

FINDING AND RAISING NEW POKÉMON

The GB Tower Mode is a helpful feature for players who either aren't completely done with *Pokémon Blue*, *Red* or *Yellow*, or are still playing to complete their Pokédex. If you notice that your Pokémon aren't quite up to snuff with the ones that appear in *Pokémon Stadium*, you can always plug in your Game Boy Game Pak and go out hunting for new Pokémon.



However, depending on which version of the *Pokémon* game you own, you may not be able to catch some of the Pokémon that you have seen in *Pokémon Stadium*. Take a look at the following lists to see what we mean:

Pokémon You Can't Catch in...

Pokémon Blue	Pokémon Red	Pokémon Yellow
Ekans	Sandshrew	Weedle
Arbok	Sandslash	Kakuna
Oddish	Bellsprout	Beedrill
Gloom	Weepinbell	Ekans
Vileplume	Victreebel	Arbok
Mankey	Meowth	Meowth
Primeape	Persian	Persian
Growlithe	Vulpix	Koffing
Arcanine	Ninetales	Weezing
Scyther	Pinsir	Raichu
Electabuzz	Magmar	Jynx
		Electabuzz

More Powerful Pokémon

When you catch new Pokémon for use in *Pokémon Stadium*, remember that Pokémon raised by you from a low level will be much more powerful than those you catch in the wild at a high level. Whenever you catch a Pokémon, look at its stats. Not every Pokémon is the same. Some have higher stats, some have lower stats. It's a good idea to catch around five Pokémon of a certain kind before you decide which one you will raise to a high level.

For example, assuming you have already finished *Pokémon Blue*, *Red* or *Yellow*, you can get a super-strong Gyarados like this:

> *Go back to Route 16 and fish for a Magikarp. Catch five different ones. Compare their stats. Pick the strongest one and go to Route 4, just North of Pallet Town. The Unknown Dungeon, where you also found Mewtwo, is one of the best places in the game to level up your Pokémon. Leave "EXP. All" stored in your PC, then select Magikarp as your first Pokémon and enter the dungeon. Whenever you get attacked, switch from Magikarp to your strongest Pokémon and defeat the opponent. Even though it never really has to fight anyone, Magikarp still gets half of the experience points for the battles.*
>
> *Before long, it will evolve into a powerful Gyarados. Keep leveling it up until you have the most powerful Water/Flying hybrid around. Then teach it new moves with the help of TMs.*

You can do the same for every Pokémon in the game, but remember that some Pokémon learn moves earlier in their un-evolved forms. For example, Geodude learns Explosion at level 36, whereas its evolved form learns it at level 43. The cool thing is that you can always stop your Pokémon from evolving at the touch of a button. If you want to raise the most powerful Pokémon, you should remember to prevent your catch from evolving until it has passed level 50.

GB SECRETS

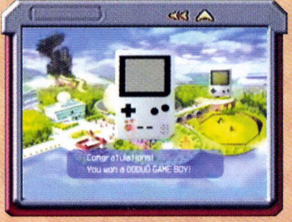
Alternate Colors

You may notice that some of the Pokémon that appear in *Pokémon Stadium* have different colors. The secret to these mysterious colorings lies in the names you give your Pokémon when you catch them (you can also change them in the registry office in Lavender Town). For example, name your Dugtrio **DUGSTOR** (written in all caps), and its body color will be a different shade of brown. Want a Rhyhorn with a blue mouth? Name it **rhyhorn** (all lowercase letters). There are many hidden color schemes in *Pokémon Stadium*. The best way to uncover them is to closely watch your computer opponents and remember their names if their coloring looks unusual.

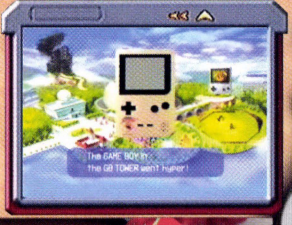
GB Tower Upgrades

There are two secret upgrades to the GB Tower Mode hidden in Pokémon Stadium. For the first one, Doduo GB Tower, all you have to do is beat the Poké Cup. Once you have won all the Poké Cup tournaments, the GB Tower changes into Doduo GB Tower, and a Doduo sticker appears on the Game Boy. The Doduo upgrade doubles the speed of the gameplay when playing the Game Boy game on your N64!

The second secret is an even higher speed upgrade called Dodrio GB Tower. To get it, you need to beat the Prime Cup (after you have already beaten the Poké Cup).



Congratulations!
You won a DODUO GAME BOY!



The GAME BOY in
the GB TOWER went hyper!

MULTIPLAYER TIPS

GREEN
A BATTLE B POKéMON S RUN
SEADRA
L50 OK
HP 115/115
ELECTABUZZ
L50 OK
HP 125/125
A BATTLE B POKéMON S RUN
YELLOW

Going up against computer-controlled trainers is one thing, but you'll often have to come up with all new strategies when playing against human opponents. We have put together a few pointers to help you surprise your friends with a few unusual strategies.

ASSEMBLING A TEAM

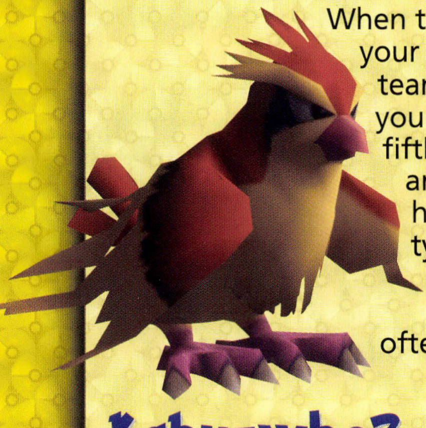
1P
RAICHU L50
DODRIO L50
SANDSLASH L50
NINETALES L50
VILEPLUME L50
SEADRA L50
GREEN
All ready!
All ready!
YELLOW
ELECTABUZZ L50
PIDGEOT L50
VICTREEBEL L50
RAPIDASH L50
DEWGONG L50
RHYDON L50
2P
Three Pokémon
Button to cancel
Button to check

Battle Now! may select your Pokémon for you, but you have full control over your team when you take on a human opponent in VS Event Battle or Free Battle. The choices you make here are often just as important as the techniques you select in the actual battles themselves. Our best advice to you is to play unpredictably and try to surprise your opponent with unusual selections. Following, we list several team strategies you can try out on your friends.

Diversity

Against most trainers, a diverse team with the most powerful Pokémon types is still the way to go. It's always a good idea to start off with a quick Pokémon that can lull your opponents to sleep, then follow up with your two principal attackers. If you're playing against an expert player, remember that you should never use more than two Pokémon of the same type in the same team.

The Bluff



When taking part in a tournament that pits three vs. three, try to subtly influence your opponent's choice of starting Pokémon. For example, out of your six possible team members, select the first three to be Flying type Pokémon. Choose two of your best Pokémon that are strong against Electric attacks as your fourth and fifth, and pick your very best Ground type as your sixth. If your opponent knows anything about Pokémon, he will most likely lead off with an Electric type (if he's got one on the team). The trick is that you won't use any of the Flying types in battle. Your first Pokémon should be a Ground type with a strong Ground attack; don't select Dig, though—your opponent is likely to switch to another Pokémon after your first attack. You can't use this technique too often, but it's guaranteed to work the first time around.

Kabu-who?

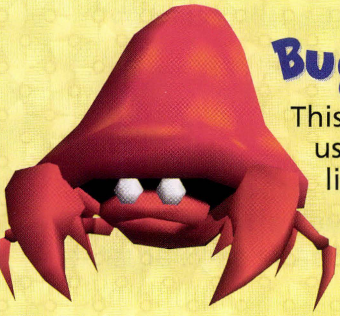
Does your adversary know Pokémon well, but you wouldn't call him or her an expert? Try to train a team of little-known Pokémon to confuse your opponent. Many Pokémon players don't own some of the rare ones like Kabutops or Aerodactyl and aren't quite sure what types they are. Although many gamers take Kabutops for a Bug, it is actually a Water/Rock type and quite resistant to Fire. Surprise them with a Hydro Pump attack when they bring in their Fire type. Aerodactyl is a Flying/Rock type and is vulnerable to lightning, but many players think Rock is impervious to Electric attacks (because it's usually paired with Ground) and won't use their Electric Pokémon against it.

Incognito

Have you ever tried to confuse your opponent by changing the names of your Pokémon to other, unrelated Pokémon? How about changing your Dragonair's name to GYARADOS, Pinsir's name to KABUTOPS or naming a Seaking MAGIKARP? Chances are, your opponent won't notice that the small thumbnail picture of your Pokémon doesn't quite correspond with the name and he or she will make the wrong choices for his team.

Psychic Wave

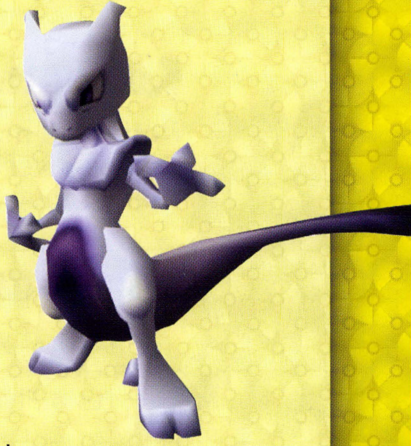
How about trying the unpredictable by sending in a one-type team? Let's face it, nobody really trains a Bug Pokémon to high levels. Assemble a team of Psychic type Pokémon. Chances are really low that your opponent has a strong Bug on his team that can effectively take out your three Psychic types.



Bugged Out

This is the exact opposite of the above strategy. If your opponent likes to use Psychics, train a Scyther or Parasect and teach it a few cool attacks like Hyper Beam, Solar Beam, Dig, and so on. Your adversary will never expect it.

MULTIPLAYER STRATEGIES

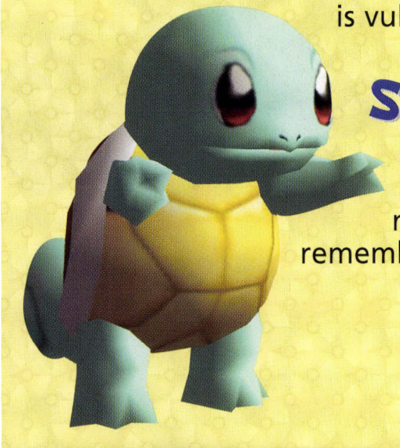


Use Mewtwo

Do yourself a favor and beat *Pokémon Blue*, *Red* or *Yellow* and catch Mewtwo in the Unknown Dungeon. It's clearly the best Pokémon in the game and little can stop it.

Foreign Techniques

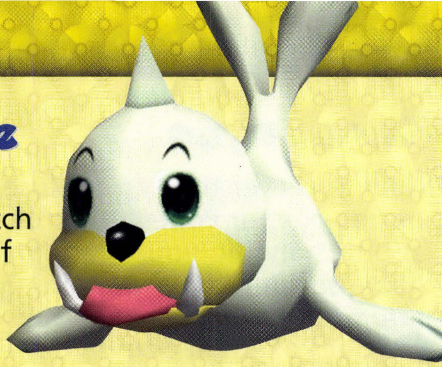
Teach your Pokémon techniques that don't pertain to their type. For example, Jolteon with Pin Missile is the most effective opponent against Psychic types. A Normal type Pokémon that knows Fire, Water, Ice, and Earth techniques is the ideal third Pokémon in a team, since you're guaranteed to have a technique that your opponent is vulnerable to.



Secret Selection

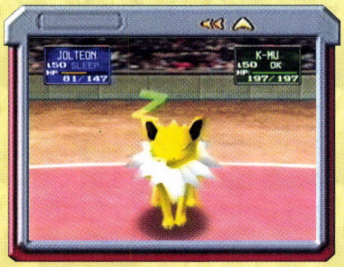
Don't hold the R Button when you select your Pokémon's attacks during battle. You don't want your opponent to see what techniques your Pokémon has in store. Study the list beforehand and remember the buttons, then press them without holding the R Button.

Anticipate Your Opponent's Move



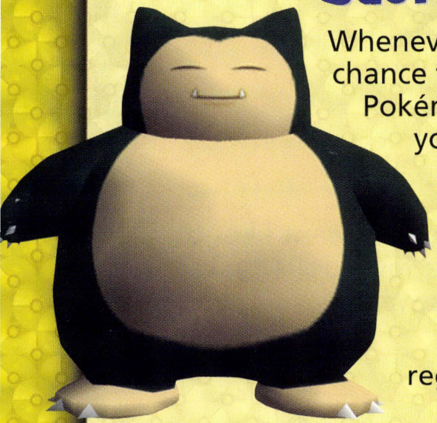
Try to anticipate your opponent's moves. If you bring out a Water type against a Ground type, it's likely that your opponent will switch to an Electric type. In anticipation of the swap, perform a switch of your own and pick a Ground type.

Poisonous Sleep



One of the most devastating techniques you can use against your opponent is the combination of Toxic with Sleep. Poison your opponent's Pokémon badly, then put it to Sleep.

Sacrifice

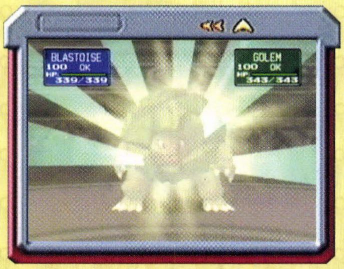


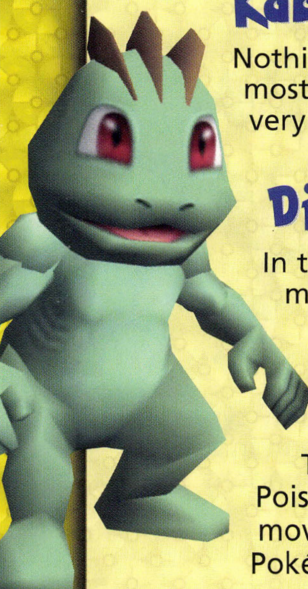
Whenever you switch, you give your opponent the chance to score a free hit. Instead of switching out a Pokémon that's low on HP, let it finish the battle and faint with style. When you bring in a new Pokémon, you won't have to wait a full round to attack.

Stunning Slowdown

Use Thunder Wave. A paralyzed Pokémon not only has a one-in-four chance of immobility, it also becomes slower and will attack second, regardless of its Speed rating. This may give your team the edge against your opponent's fastest Pokémon.

Kaboom!





Nothing is more satisfying than to take out your opponent's most powerful Pokémon with a SelfDestruct move. This is a very popular technique with expert trainers.

Dig and Fly

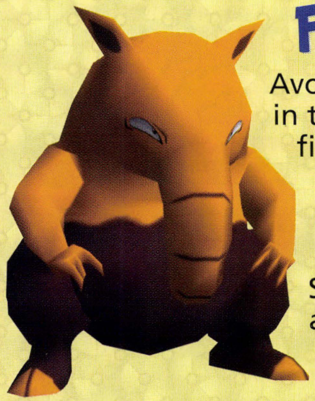
In turn, if you are facing Pokémon that have the ability to SelfDestruct, use Dig or Fly moves to escape the blast. Likewise, if your opponent uses Dig, switch to a Flying Pokémon. If your opponent uses Fly, Dig.

It's a Wrap

Try to cause ongoing damage like Burn, Leech Seed, or Poison, and then use Wrap, Fire Spin, Clamp, or similar moves. The only thing your opponent can do is switch Pokémon.

Study Your Moves

Instant Battle assigns you and your opponent random Pokémon. However, in the next round, you will receive whatever Pokémon your opponent had last round. Study your Pokémon's moves and their weaknesses to prepare for the next round.

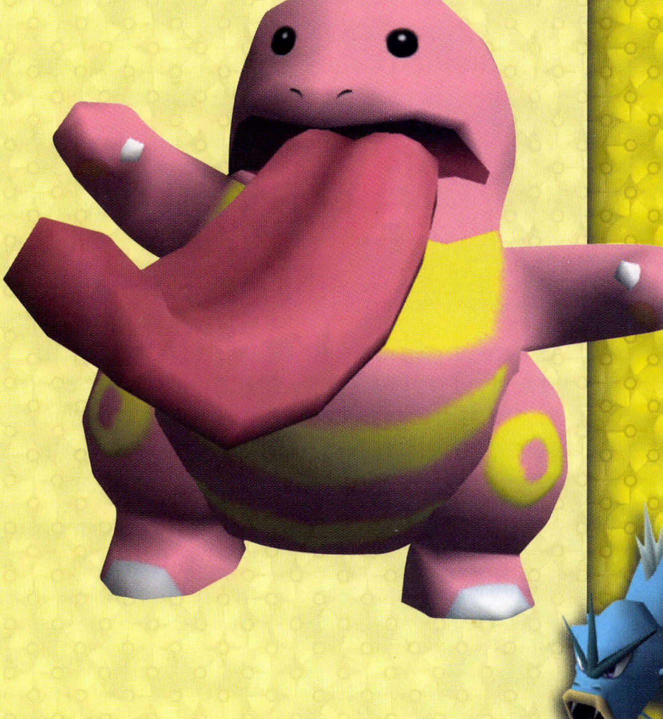


Finishers

Avoid two-part moves that freeze your Pokémon in the second turn unless you're using them to finish off a Pokémon with low HP.

Be Swift

Swift is the only move that can cause damage to a Pokémon while it's using Fly or Dig. Make sure that at least one of your Pokémon knows this technique. Like Quick Attack, it comes in handy when your Pokémon is slower than your opponent's and you both have few HP left.



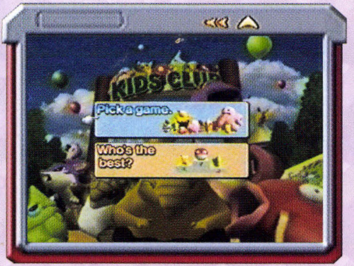
KIDS CLUB STRATEGY

Here's a place you can unwind from battles. Cute Pokémon hope you'll join them for fun!

The Kids Club area is comprised of nine *Mario Party*-style four-player mini-games.

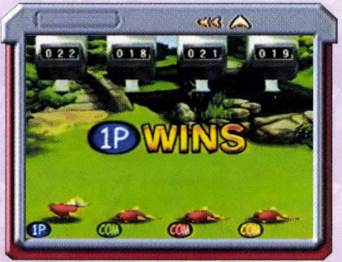
BASICS

Pick a Game



Once you enter the Kids Club, the first of your two options is "Pick a game," which, appropriately enough, allows you choose any one of the nine mini-games for a single-round competition. Four players participate. The computer controls any players not controlled by human participants.

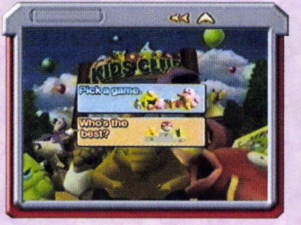
Once all players have joined, set the skill level of any computer players, if applicable. You may choose Easy, Normal, or Hard. Unlike in *Mario Party 2*, the setting you select applies to all computer-controlled opponents; you *cannot* set independent levels for each AI rival.



Now it's time to choose one of the nine mini-games to play. Player 1 is the boss here; once a single round of the mini-game that he or she chooses is complete, Player 1 decides whether to play the same mini-game again, play a different mini-game, or quit altogether.

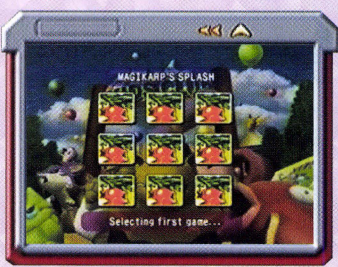
Who's the Best?

By selecting "Who's the best?," the second option in the Kids Club area, you can answer this burning question by engaging in mini-game match play. As in "Pick a game," four players participate. The computer controls any players not controlled by human participants.

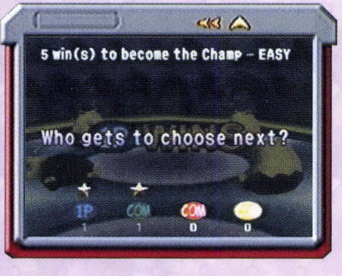


Once all players have joined, set the skill level of any computer players, if applicable. You may choose Easy, Normal, or Hard. After you've selected the difficulty level, you must determine the number of wins a player must achieve to become the champ (you can choose 1 through 9).

As a match begins, the first mini-game is chosen by random roulette. After that, the player that has the fewest number of wins (fewest star medals) gets to pick the next mini-game. If there is a tie between players with the fewest wins, random roulette determines which of these players picks the next mini-game.

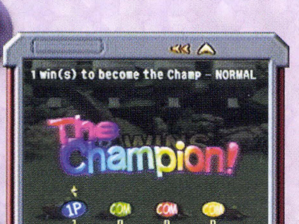


Selecting first game...



5 win(s) to become the Champ - EASY

Who gets to choose next?



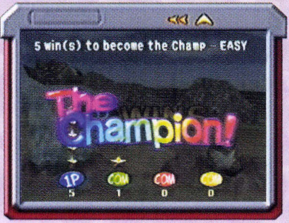
1 win(s) to become the Champ - NORMAL

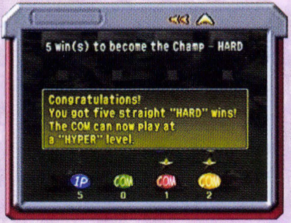
The Champion!

The match continues in this fashion until a player achieves the requisite number of wins to become the champion. It is possible to have more than one player tie for the championship. If two or more players that are one victory away from winning the match tie during the final mini-game, each of those players is the champ!

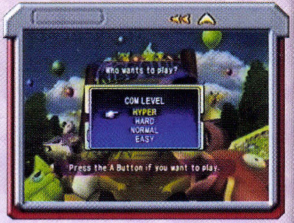
Hyper Mode

In one-player mode (three computer-controlled opponents), beat "Who's the best?" five consecutive times within one match on Hard difficulty. Once you accomplish this, "Hyper" will be added as a new difficulty setting for AI-controlled players. Remember, you must attain five *consecutive* wins—if the computer beats you even once before you've won five times, you must start over!




5 win(s) to become the Champ - HARD

Congratulations!
You got five straight "HARD" wins!
The COM can now play at
a "HYPER" level.


Who wants to play?

COM LEVEL
HYPER
HARD
NORMAL
EASY

Press the A Button if you want to play.

THE MINI-GAMES

Magikarp's Splash

TIPS

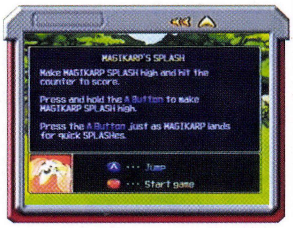
The key to winning this mini-game is to hold the A Button until your Magikarp actually hits the counter. If you release too soon, Magikarp will fall before a hit is registered; this wastes precious time as your opponents rack up the hits!

When Magikarp hits the timer, release the A Button to prepare for your next jump as your Magikarp descends toward the ground.

019
016
018
019
1P
COM
WINS
1P
COM
COM
COM

018
016
017
019
1P
COM
COM
COM

It's worth spending time to practice pressing the A Button just as Magikarp is about to touch the ground. If you time your press correctly, your next jump will be triggered more quickly, making Magikarp bounce immediately off the ground. Employing this strategy could help you squeeze in those few extra hits you need within the allotted time.


MAGIKARP'S SPLASH

Make MAGIKARP SPLASH high and hit the counter to score.

Press and hold the A Button to make MAGIKARP SPLASH high.

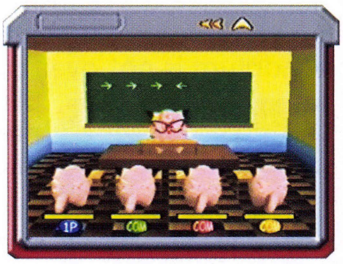
Press the A Button just as MAGIKARP lands for quick SPLASHes.

Ties are possible in this mini-game, allowing more than one player to win.

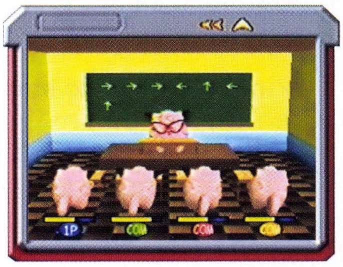
Clefairy Says

TIPS

Here's the good news: If you remember one series of arrow commands, you have a good chance of making it through the next series. Since a new command series always starts out by repeating the preceding series, you only have to remember two additional arrow commands tacked onto the end.



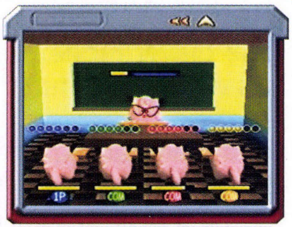
Here's the bad news: Most people can store only seven to nine items in their short-term memory! Since the final arrow series can reach up to 12 commands in length, you'll be pushing your memory skills to the limit (unless, of course, you cheat by writing down the command strings)!



Plus, you don't get much time to study and then execute the command string. Say the command names to yourself as they appear on the chalkboard. Repeating aloud items that you have to remember is a well-known technique for aiding memory.

TIPS continued

Try to remember the commands in groups rather than as individual items. For example, combinations of up/down, left/right, or repetitions of the same direction (like down/down, for instance) are easy to remember as a single pairing. This will help you add new commands to the string without straining your memory quite as much.



Remember this!

Run, Rattata, Run

TIPS

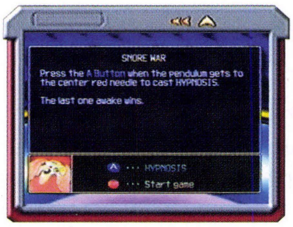
The key to winning this mini-game, other than tapping the A Button as quickly as possible, is to avoid stumbling as you try to jump the hurdles. Each time you plow into a hurdle or trip over the top of one when you fail to properly time your jumps, you lose valuable time recovering as your rivals race toward the finish line.

The placement of the hurdles varies from race to race, so it's not worth trying to memorize a pattern. Rather than directly watching your Rattata, focus your attention toward the front edge of your treadmill path. By doing so, you'll be able to see hurdles pop up before you're on top of them, giving you an advantage on clearing them without stumbling.

Snore War

TIPS

There are two things that will cause you to become sleepier: pressing the A Button when the pendulum is not over the needle and *failing* to press the A Button as the pendulum passes over the needle.



SNORE WAR

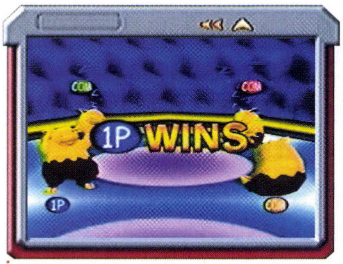
Press the A Button when the pendulum gets to the center red needle to cast HYPNOSIS.

The last one awake wins.

A ··· HYPNOSIS

● ··· Start game

Watch for the pendulum to flash as it passes over the needle. This will help you time your button presses.



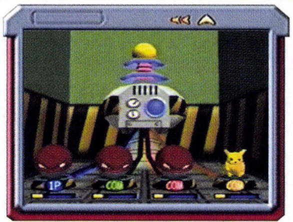
The pendulum's swing rate gradually increases, making it harder to stay in rhythm. Near the end of the game, when the pendulum is swinging very quickly, your best shot is to rapidly tap the A Button. However, don't try this when the pendulum is swinging slowly—you'll only fall asleep faster!

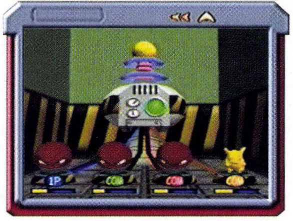
Thundering Dynamo

TIPS

Here's a test of your button-pressing speed! If you can stiffen your hand and arm muscles so that your hand sort of "vibrates" and then direct this energy through your fingers and onto the appropriate button, you should be able to attain your fastest charging speed.

The key to winning this mini-game, aside from blazing fast button pressing, is to focus your attention on the color of the dynamo's lamp. Having the fastest pressing skills in the west won't do you any good if you're pressing the wrong button!





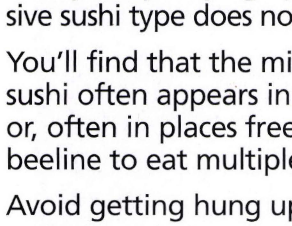
Here's a strategy that's so obvious it might not occur to you: use one hand for pressing the A Button and the other for pressing the B Button. Just before the mini-game starts, mentally remind yourself which hand corresponds to which *color*; don't bother thinking in terms of "A Button" or "B Button." If the lamp starts out blue, immediately go to work with your "blue hand," and vice versa. As long as you start out pressing the correct button, all you have to think about during the game is switching hands whenever the lamp changes color.

Sushi-Go-Round

TIPS

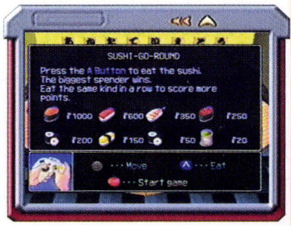
The goal is to spend the most money. The best way to accomplish this goal is to balance three factors:

1. Eating as many dishes as possible.
2. Eating the most expensive kinds of sushi.
3. Earning multiplier bonuses by eating as many dishes of the same sushi in a row as possible.



Try to avoid the cheaper sushi. Study the prices on the instruction screen's "menu" (see below). You'll quickly learn which types of sushi to pursue. However, don't wait around trying to eat only the most expensive sushi; the other players will beat you by tallying up a greater total number of dishes. Plus, the most expensive sushi type does not appear as often.

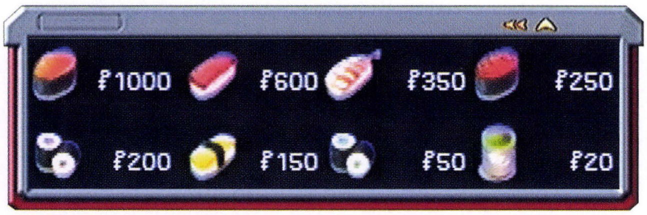
You'll find that the mid- to upper-mid-priced sushi often appears in pairs or even larger groups somewhere on the conveyor, often in places free of competitors. Anytime you see this happen, make a beeline to eat multiple plates of the same sushi!



SUSHI-GO-ROUND

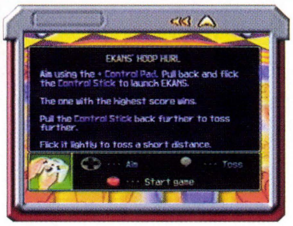
Press the A Button to eat the sushi.
The biggest spender wins.
Eat the same kind in a row to score more points.

Avoid getting hung up against a rival—it wastes precious time. Don't drink the green tea; it'll burn your mouth! Also, eating certain combinations of sushi will cause you to turn green, eating up time while you recover.



Ekans' Hoop Hurl

TIPS


EKANS' HOOP HURL

Aim using the + Control Pad. Pull back and flick the Control Stick to launch EKANS.

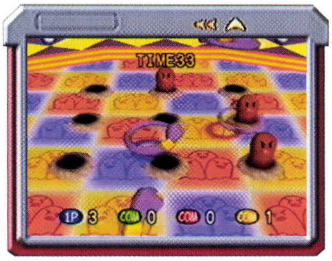
The one with the highest score wins.

Pull the Control Stick back further to toss further.

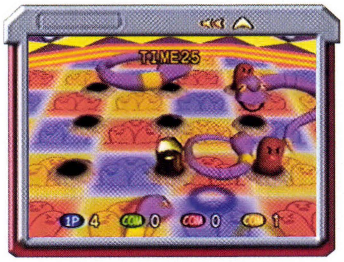
Flick it lightly to toss a short distance.

This mini-game is similar to Bob-omb Barrage in *Mario Party 2*. You'll have to practice your tossing maneuver. The Control Stick flick takes a little getting used to!

TIME19
1P 4
COM 0
COM 0
COM 2



The main thing to remember is that you control the distance of your toss by regulating the speed of the Control Stick's return to the neutral position. For example, pressing the Control Stick all the way backward and then allowing it to quickly spring forward will result in a long toss. Conversely, if you deliberately slow the Control Stick's return, especially when you've moved it only a small portion of its total travel, you'll get a shorter toss.



TIME16
1P 6
COM 0
COM 0
COM 3

TIME 0
1P WINS
1P 8
COM 0
COM 1
COM 3

Aim by pressing right or left on the + Control Pad (this is different from Bob-omb Barrage in *Mario Party 2*). Once you become comfortable with the Control Stick flick, aiming will be a piece of cake!

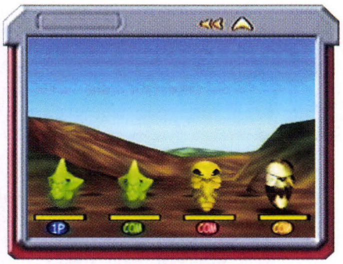
Watch for the gold Diglets, often near the end of the game—getting a ringer on one of these adds two to your total!

Rock Harden

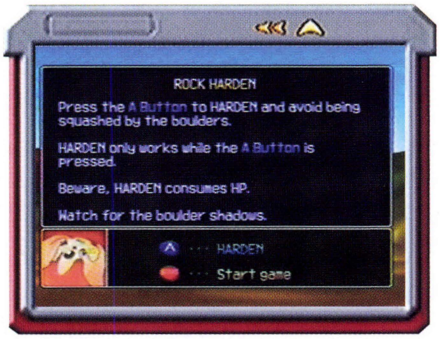
TIPS

Press your A Button only as long as it takes to shelter yourself from a boulder. The longer you keep it pressed, the more quickly you'll run out of HP.

1P
COM
COM
COM



The instruction screen gives you the best tip for this mini-game: "Watch for the boulder shadows." Rather than watching your Pokémon, watch the ground area behind it. You'll see the shadows of the airborne boulders as they approach you. Just as a boulder's shadow is about to meet up with your Pokémon's shadow, press your A Button.


ROCK HARDEN

Press the A Button to HARDEN and avoid being squashed by the boulders.

HARDEN only works while the A Button is pressed.

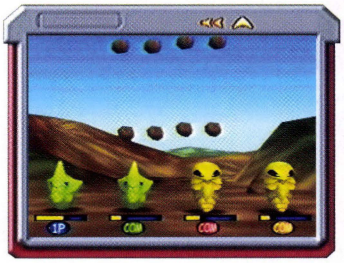
Beware, HARDEN consumes HP.

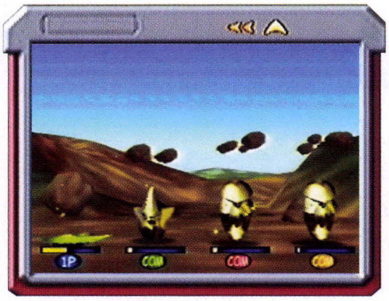
Watch for the boulder shadows.

1P
COM
COM
COM

Keep an eye out for multiple-boulder salvos. Again, look at the shadows of the boulders. If you forget to pay attention to the number of boulders as they're launched in the screen's

background, you can always count the shadows. Be ready to press the A Button repeatedly when a set of multiple boulders comes raining down on you!





1P WINS
1P
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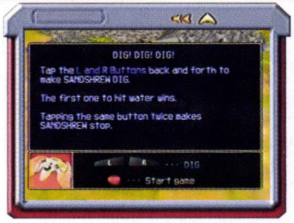
If a multi-boulder set catches you off guard, you may take several blows as you fail to recover before the next impact!

Dig! Dig! Dig!

TIPS

This mini-game is a natural for drummers! Just imagine performing a simple drum roll, with the index fingers of each hand serving as your sticks and the L and R Buttons as the drum heads.

Whoever can maintain the fastest roll, or alternating pattern, over the course of the mini-game will hit water first and win! Make sure you alternate presses between the two buttons ("back-and-forth, back-and-forth"); if you accidentally double-press one button, your Sandshrew will slow down significantly and your rivals will "gain ground," so to speak!

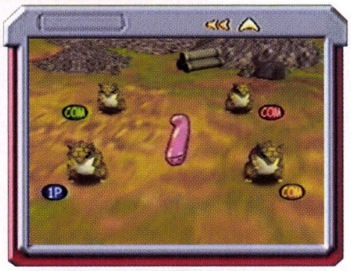


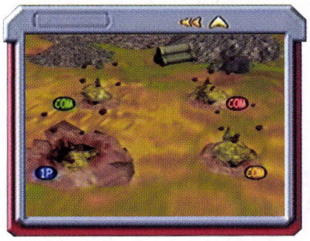
DIG! DIG! DIG!

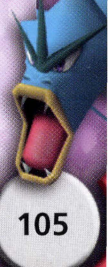
Tap the L and R Buttons back and forth to make SANDSHREW DIG.

The first one to hit water wins.

Tapping the same button twice makes SANDSHREW stop.







TECHNIQUES LISTING

Most battle techniques are automatically learned by your Pokémon when they reach a certain level. But there are also quite a few attacks and defensive moves that can be taught by the trainer with the help of machine power-ups called HMs (Hidden Machines) or TMs (Technical Machines).

The following list shows all the techniques that can be learned from HMs and TMs (in numerical order), as well as where you can find them in *Pokémon Red*, *Blue*, and *Yellow*. These power-ups can be collected or purchased only in the Game Boy Pokémon games, but you can apply them to your Pokémon in *Pokémon Stadium's* Pokémon Lab Mode to create the most powerful Pokémon around!

HIDDEN MACHINES (HMs)

HM	Name	Location
HM 01	Cut	Get it from the Captain of the SS Anne in Vermilion City.
HM 02	Fly	Hidden house, Route 16.
HM 03	Surf	Treasure House, Fuchsia City's Safari Zone.
HM 04	Strength	Get it from the Safari Zone warden in Fuchsia City.
HM 05	Flash	Receive at Route 2 (east side) building.

TECHNICAL MACHINES (TMs)

TM	Name	Location
TM 01	Mega Punch	Buy at Celadon Department Store. Also Under Mt. Moon, B2.
TM 02	Razor Wind	Buy at Celadon Department Store. Also Team Rocket Hideout, B4.
TM 03	Swords Dance	Silph Company Building, 7F.
TM 04	Whirlwind	Route 4
TM 05	Mega Kick	Buy at Celadon Department Store. Victory Road, 2F.
TM 06	Toxic	Get from Kogat at Fuchsia City Gym.
TM 07	Horn Drill	Buy at Celadon Department Store. Also Rocket Hideout, B2.
TM 08	Body Slam	SS Anne, Vermilion City.
TM 09	Take Down	Buy at Celadon Department Store. Also Silph Company, 5F.
TM 10	Double Edge	Team Rocket Hideout, B3.
TM 11	BubbleBeam	Get from Misty at Cerulean City Gym.
TM 12	Water Gun	Mt. Moon, 1F.
TM 13	Ice Beam	Get from girl on Celadon Department Store roof.
TM 14	Blizzard	Pokémon Mansion, Cinnabar Island, B1.
TM 15	Hyper Beam	Exchange for coins at Celadon City Casino.
TM 16	Pay Day	Route 12.
TM 17	Submission	Buy at Celadon Department Store. Also Victory Road, 2F.
TM 18	Counter	Get from clerk at Celadon Department Store, 3F.
TM 19	Seismic Toss	Route 25.
TM 20	Rage	Route 15.
TM 21	Mega Drain	Get from Erika, Celadon City Gym.
TM 22	Solarbeam	Pokémon Mansion, Cinnabar Island, B1.
TM 23	Dragon Rage	Exchange for coins at Celadon City Casino.
TM 24	Thunderbolt	Get from Lt. Surge, Vermilion City Gym.
TM 25	Thunder	Power Plant.
TM 26	Earthquake	Silph Company Building, 10F.
TM 27	Fissure	Get from Giovanni, Viridian City Gym.
TM 28	Dig	Cerulean City, Burglarized House.
TM 29	Psychic	Get from Mr. Psychic, Saffron City.
TM 30	Teleport	Route 9.
TM 31	Mimic	Exchange for Poké Doll with Copycat, Saffron City.
TM 32	Double Team	Buy at Celadon Department Store. Also Safari Zone, Area 3.
TM 33	Reflect	Buy at Celadon Department Store. Also Power Plant.
TM 34	Bide	Get from Brock, Pewter City Gym.
TM 35	Metronome	Get from Scientist, Cinnabar Island Lab.
TM 36	Self-Destruct	Silph Company Building, 2F.
TM 37	Egg Bomb	Buy at Celadon Department Store. Also, Safari Zone, Area 1.

TM	Name	Location
TM 38	Fire Blast	Get from Blaine, Cinnabar Island Gym.
TM 39	Swift	Route 12 building.
TM 40	Skull Bash	Safari Zone, Area 2.
TM 41	Softboiled	Get from man behind pond, Celadon City. Swim required.
TM 42	Dream Eater	Get from man in Viridian City. Cut required.
TM 43	Sky Attack	Victory Road, 1F.
TM 44	Rest	SS Anne.
TM 45	Thunder Wave	Route 24.
TM 46	Psywave	Get from Sabrina, Saffron City Gym.
TM 47	Explosion	Victory Road, 3F.
TM 48	Rock Slide	Get from girl on Celadon City Department Store roof.
TM 49	Tri Attack	Get from girl on Celadon City Department Store roof.
TM 50	Substitute	Exchange for coins at Celadon City Casino.

TECHNIQUES LISTING

Following is an alphabetical listing of all attacks and defensive moves in the game. Refer to the Combat Chart in the *Pokémon Battle Strategies* chapter to find out whether a certain type of attack is effective against a specific Pokémon. Techniques that can be learned from HMs or TMs are marked with the respective machine number (TM/HM).

Name	Type	PP	TM/HM
Absorb	Grass	20	—

Effect: A Grass-type attack. It adds half the HP drained from the target to the attacker's HP.

Name	Type	PP	TM/HM
Acid	Poison	30	—

Effect: A Poison-type attack. Has a one-in-three chance of lowering the target's Defense.

Name	Type	PP	TM/HM
Acid Armor	Poison	40	—

Effect: Increases defense.

Name	Type	PP	TM/HM
Agility	Psychic	30	—

Effect: A special technique that greatly boosts the user's Speed. Can normally be used up to three times.

Name	Type	PP	TM/HM
Amnesia	Psychic	20	—

Effect: A Normal-type attack. It raises your Special.

Name	Type	PP	TM/HM
Aurora Beam	Ice	20	—

Effect: An Ice-type attack. Has a one-in-three chance of reducing the target's Attack power.

Name	Type	PP	TM/HM
Barrage	Normal	20	—

Effect: Several spheres are thrown consecutively at the target to inflict damage.

Name	Type	PP	TM/HM
Barrier	Psychic	30	—

Effect: Instantly forms a barrier between the user and the opponent. Defense is sharply increased.

Name	Type	PP	TM/HM
Bide	Normal	10	TM 34

Effect: Pokemon uses two to three turns to build up rage, then causes twice the damage it received.

Name	Type	PP	TM/HM
Bind	Normal	20	—

Effect: Pokemon traps enemy and attacks between two and five times in a row.

Name	Type	PP	TM/HM
Bite	Normal	25	—

Effect: A bite made using sharp fangs. This may cause the opponent to flinch and it might not attack.

Name	Type	PP	TM/HM
Blizzard	Ice	5	TM 14

Effect: The strongest Ice-type attack. Has a one-in-ten chance of freezing the target solid.

Name	Type	PP	TM/HM
Body Slam	Normal	15	TM 08

Effect: A Normal-type attack. Has a one-in-three chance of paralyzing the target if it connects.

Name	Type	PP	TM/HM
Bone Club	Ground	20	—

Effect: A physical attack using a bone as a club. If it connects, it may cause the target to flinch.

Name	Type	PP	TM/HM
Boomerang	Ground	10	—

Effect: Double attack causes damage twice in a row.

Name	Type	PP	TM/HM
Bubble	Water	30	—

Effect: A Water-type attack. Has a one-in-three chance of reducing the target's Speed.

Name	Type	PP	TM/HM
Bubblebeam	Water	20	TM 11

Effect: Causes HP damage and may decrease speed.

Name	Type	PP	TM/HM
Clamp	Water	10	—

Effect: The target is gripped in the attacker's shell for two to five turns. It can't move while under attack.

Name	Type	PP	TM/HM
Comet Punch	Normal	15	—

Effect: Although each slap is weak, this attack hits the target two to five times in succession.

Name	Type	PP	TM/HM
Confuse Ray	Ghost	10	—

Effect: A sinister flash of light makes the target confused. A special Ghost-type technique.

Name	Type	PP	TM/HM
Confusion	Psychic	25	—

Effect: A Psychic-type attack. Has a one-in-ten chance of leaving the target confused.

Name	Type	PP	TM/HM
Constrict	Normal	25	—

Effect: A Normal-type attack. Has a one-in-three chance of reducing the target's Speed.

Name	Type	PP	TM/HM
Conversion	Normal	30	—

Effect: Converts the Pokemon's type to duplicate the enemy's for the duration of the battle.

Name	Type	PP	TM/HM
Counter	Fighting	20	TM 18

Effect: Hits enemy for twice the damage taken

Name	Type	PP	TM/HM
Crabhammer	Water	10	—

Effect: Good chance for getting a critical hit.

Name	Type	PP	TM/HM
Cut	Normal	30	HM 01

Effect: A Normal-type attack. Also used in the Game Boy games for cutting small bushes to open new paths.

Name	Type	PP	TM/HM
Defense Curl	Normal	40	—

Effect: Raises the user's Defense. Can normally be used up to six times in a row.

Name	Type	PP	TM/HM
Dig	Ground	10	TM 28

Effect: The attacker digs underground in the first turn, then pops up in the next turn to attack. Doesn't affect Flying-type Pokémon.

Name	Type	PP	TM/HM
Disable	Normal	20	—

Effect: A technique that disables one of the target's moves. The disabled move can't be used until it wears off.

Name	Type	PP	TM/HM
Dizzy Punch	Normal	10	—

Effect: Causes HP Damage.

Name	Type	PP	TM/HM
Double-Edge	Normal	15	TM 10

Effect: A charging tackle attack. One quarter of the damage it inflicts comes back to hurt the attacker.

Name	Type	PP	TM/HM
Double Kick	Fighting	30	—

Effect: A Fighting-type attack. As the name implies, it is actually two quick kicks in succession.

Name	Type	PP	TM/HM
Double Team	Normal	15	TM 32

Effect: Increases Pokémon's Evade.

Name	Type	PP	TM/HM
Double Slap	Normal	10	—

Effect: Pokémon attacks multiple times.

Name	Type	PP	TM/HM
Dragon Rage	Dragon	10	TM 23

Effect: A Dragon-type attack. It inflicts a set amount of damage regardless of the target's type.

Name	Type	PP	TM/HM
Dream Eater	Psychic	15	TM 42

Effect: Works only on sleeping Pokémon. This technique steals the target's HP and adds them to the user's HP.

Name	Type	PP	TM/HM
Drill Peck	Flying	20	—

Effect: A standard Flying-type attack. It is strong and highly likely to hit the target.

Name	Type	PP	TM/HM
Earthquake	Ground	10	TM 26

Effect: An attack that inflicts damage by shaking the ground. It is useless against Flying-type Pokémon.

Name	Type	PP	TM/HM
Egg Bomb	Normal	10	TM 37

Effect: A Normal-type attack. An egg is launched at the target. There's a one in four chance that it may miss, however.

Name	Type	PP	TM/HM
Ember	Fire	25	—

Effect: A Fire-type attack. Has a one-in-ten chance of leaving the target with a damaging burn.

Name	Type	PP	TM/HM
Explosion	Normal	5	TM 47

Effect: The most powerful attack of all. However, the attacker faints after using this move.

Name	Type	PP	TM/HM
Fire Blast	Fire	5	TM 38

Effect: The strongest Fire-type attack. Has a one-in-three chance of inflicting a burn on the target.

Name	Type	PP	TM/HM
Fire Punch	Fire	15	—

Effect: Damages and may cause a Burn.

Name	Type	PP	TM/HM
Fire Spin	Fire	15	—

Effect: Causes low fire damage, but Pokémon attacks two to five times in a row.

Name	Type	PP	TM/HM
Fissure	Ground	5	TM 27

Effect: Causes a single-hit knockout if it hits. Useless against Flying-type Pokémon.

Name	Type	PP	TM/HM
Flamethrower	Fire	15	—

Effect: A powerful Fire-type attack. Has a one-in-ten chance of leaving the target with a damaging burn.

Name	Type	PP	TM/HM
Flash	Normal	20	HM 05

Effect: Creates a brilliant flash of light that blinds the target. This technique reduces the opponent's accuracy.

Name	Type	PP	TM/HM
Fly	Flying	15	HM 02

Effect: The Pokémon flies high, then strikes in the next turn. Used for flying to places already visited in the Game Boy titles.

Name	Type	PP	TM/HM
Focus Energy	Normal	30	—

Effect: Raises the likelihood of nailing the opponent's weak spot for a critical hit.

Name	Type	PP	TM/HM
Fury Attack	Normal	20	—

Effect: A Normal-type attack. The Pokémon rapidly jabs at its opponent several times.

Name	Type	PP	TM/HM
Fury Swipes	Normal	15	—

Effect: Causes Pokémon to attack two to five times in a row.

Name	Type	PP	TM/HM
Glare	Normal	30	—

Effect: Paralyzes enemy. When paralyzed, the victim has a one-in-four chance of immobility.

Name	Type	PP	TM/HM
Growl	Normal	40	—

Effect: A technique that lowers the target's Attack power. Can normally be used up to six times.

Name	Type	PP	TM/HM
Growth	Normal	40	—

Effect: Raises Special to make special attacks stronger and enhance protection against Special moves.

Name	Type	PP	TM/HM
Guillotine	Normal	5	—

Effect: A single-hit knockout attack. Learned only by Pokémon that have large pincers. Chance of a hit: one in three.

Name	Type	PP	TM/HM
Gust	Normal	35	—

Effect: A normal-type attack used by bird Pokémon. A powerful wind is generated by flapping wings.

Name	Type	PP	TM/HM
Harden	Normal	30	—

Effect: Raises the user's Defense. Useful when battling physically strong Pokémon.

Name	Type	PP	TM/HM
Haze	Ice	30	—

Effect: Cures all Status effects on both Pokémon.

Name	Type	PP	TM/HM
Head Butt	Normal	15	—

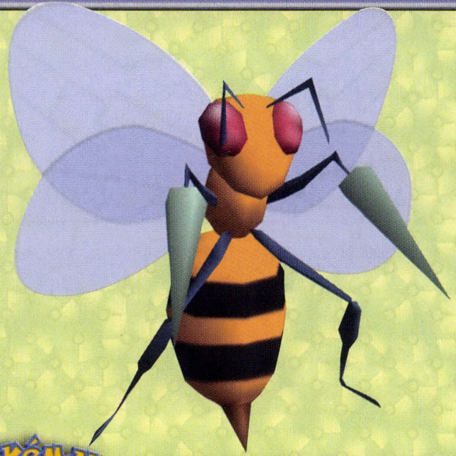
Effect: A Normal-type attack. Has a one-in-three chance of making the target flinch if it connects.

Name	Type	PP	TM/HM
Hi-Jump Kick	Fighting	20	—

Effect: If Pokémon misses, it takes 1/8 the damage it would have caused.

Name	Type	PP	TM/HM
Horn Attack	Normal	25	—

Effect: A Normal-type attack. A sharp horn is driven hard into the target to inflict damage.



Name	Type	PP	TM/HM
Horn Drill	Normal	5	TM 07

Effect: A Normal-type attack. A sharp horn is driven hard into the target to inflict damage. This is a one-hit knockout move.

Name	Type	PP	TM/HM
Hydro Pump	Water	5	—

Effect: The strongest Water-type attack. However, while it is powerful, it may miss the target.

Name	Type	PP	TM/HM
Hyper Beam	Normal	5	TM 15

Effect: An extremely powerful attack. The attacker becomes so tired, it has to rest the next turn.

Name	Type	PP	TM/HM
Hyper Fang	Normal	15	—

Effect: A Normal-type attack. Has a one-in-ten chance of making the target flinch.

Name	Type	PP	TM/HM
Hypnosis	Psychic	20	—

Effect: A special Psychic-type move. The target is hypnotized into a deep sleep.

Name	Type	PP	TM/HM
Ice Beam	Ice	10	TM 13

Effect: An Ice-type attack. Has a one-in-ten chance of freezing the target solid.

Name	Type	PP	TM/HM
Ice Punch	Ice	15	—

Effect: Damages and may Freeze enemy.

Name	Type	PP	TM/HM
Jump Kick	Fighting	25	—

Effect: If Pokémon misses, it takes 1/8 the damage it would have caused.

Name	Type	PP	TM/HM
Karate Chop	Normal	25	—

Effect: A Normal-type attack. Often turns into a critical hit and inflicts double the damage.

Name	Type	PP	TM/HM
Kinesis	Psychic	15	—

Effect: A special move of bending spoons to confound the enemy. Makes the user harder to hit.

Name	Type	PP	TM/HM
Leech Life	Bug	15	—

Effect: An HP-draining attack. It adds half the HP it drained from the target to the attacker's HP.

Name	Type	PP	TM/HM
Leech Seed	Grass	10	—

Effect: Pokémon absorbs HP equal to 1/2 the damage dealt

Name	Type	PP	TM/HM
Leer	Normal	30	—

Effect: A technique that lowers the target's Defense. Useful against tough, armored Pokémon.

Name	Type	PP	TM/HM
Lick	Ghost	30	—

Effect: A Ghost-type attack. Has a one-in-three chance of leaving the target with paralysis.

Name	Type	PP	TM/HM
Light Screen	Psychic	30	—

Effect: Reduces damage from special attacks by about half. A special Psychic-type technique.

Name	Type	PP	TM/HM
Lovely Kiss	Normal	10	—

Effect: Puts enemy to sleep.

Name	Type	PP	TM/HM
Low Kick	Fighting	20	—

Effect: A Fighting-type attack. Has a one-in-three chance of making the target flinch if it connects.

Name	Type	PP	TM/HM
Meditate	Psychic	40	—

Effect: A special technique that boosts the user's Attack power. Can normally be used up to six times.

Name	Type	PP	TM/HM
Mega Drain	Grass	10	TM 21

Effect: A Grass-type attack. It adds half the HP it drained from the target to the attacker's HP.

Name	Type	PP	TM/HM
Mega Kick	Normal	5	TM 05

Effect: Damage through a powerful kick attack.

Name	Type	PP	TM/HM
Mega Punch	Normal	20	TM 01

Effect: A Normal-type attack move. It is highly accurate and relatively powerful.

Name	Type	PP	TM/HM
Metronome	Normal	10	TM 35

Effect: Selects a random Ability to use.

Name	Type	PP	TM/HM
Mimic	Normal	10	TM 31

Effect: A move for learning one of the opponent's moves for use during that battle only.

Name	Type	PP	TM/HM
Minimize	Normal	20	—

Effect: Increases Pokémon's Evade.

Name	Type	PP	TM/HM
Mirror Move	Flying	20	—

Effect: Pokémon copies enemy's last attack.

Name	Type	PP	TM/HM
Mist	Ice	30	—

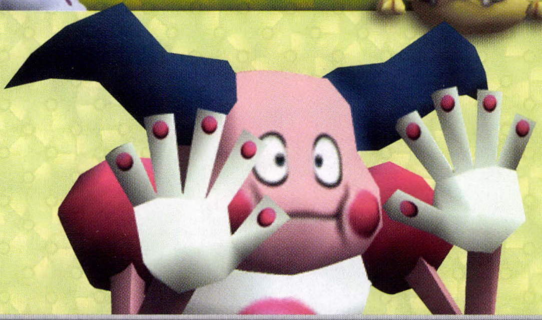
Effect: Immune to status-decreasing Attacks.

Name	Type	PP	TM/HM
Night Shade	Ghost	15	—

Effect: A Ghost-type attack. Highly accurate, it inflicts damage regardless of the target's type.

Name	Type	PP	TM/HM
Pay Day	Normal	20	TM 16

Effect: A move that also nets money at the end of battle. How much depends on the attack frequency and level.



Name	Type	PP	TM/HM
Peck	Flying	35	—

Effect: A standard Flying-type attack. It is favored by Pokémon that have beaks and/or horns.

Name	Type	PP	TM/HM
Petal Dance	Grass	20	—

Effect: A dance-like attack that lasts two to three turns. Afterward, the attacker becomes the confused.

Name	Type	PP	TM/HM
Pin Missile	Bug	20	—

Effect: An attack that fires many needle-like projectiles from the body. Strikes several times.

Name	Type	PP	TM/HM
Poison Gas	Poison	40	—

Effect: Poisons the enemy.

Name	Type	PP	TM/HM
Poison Powder	Poison	35	—

Effect: A technique that poisons the target. If poisoned, the victim loses HP steadily.

Name	Type	PP	TM/HM
Poison Sting	Poison	35	—

Effect: A Poison-type attack. Has a one-in-five chance of leaving the target with the lingering effects of poison.

Name	Type	PP	TM/HM
Pound	Normal	35	—

Effect: A Normal-type attack. Slightly stronger than Tackle. Many Pokémon know this move.

Name	Type	PP	TM/HM
Psybeam	Psychic	20	—

Effect: Damages and may Confuse the enemy

Name	Type	PP	TM/HM
Psychic	Psychic	10	TM 29

Effect: A Psychic-type attack. Has a one-in-three chance of lowering the target's Special rating.

Name	Type	PP	TM/HM
Psywave	Psychic	15	TM 46

Effect: A Psychic-type attack of varying intensity. It occasionally inflicts heavy damage.

Name	Type	PP	TM/HM
Quick Attack	Normal	30	—

Effect: An attack that always strikes first. If both Pokémon use this, the one with higher Speed attacks first.

Name	Type	PP	TM/HM
Rage	Normal	20	TM 20

Effect: A non-stop attack move. The user's Attack power increases every time it sustains damage.

Name	Type	PP	TM/HM
Razor Leaf	Grass	25	—

Effect: A Grass-type attack that sends sharp-edged leaves at the target. Likely to get a critical hit.

Name	Type	PP	TM/HM
Razor Wind	Normal	10	TM 02

Effect: Pokémon builds power on the first turn, then attacks on the second turn.

Name	Type	PP	TM/HM
Recover	Normal	20	—

Effect: Restores HP by 1/2 of the user's maximum HP. Few Pokémon learn this technique on their own.

Name	Type	PP	TM/HM
Reflect	Psychic	20	TM 33

Effect: Decreases damage from physical attacks by half.

Name	Type	PP	TM/HM
Rest	Psychic	10	TM 44

Effect: The user takes a nap to fully restore its HP and recover from any status abnormalities.

Name	Type	PP	TM/HM
Roar	Normal	20	—

Effect: A terrifying roar that drives wild Pokémon away. It is useful only in the wild and won't work in trainer battles or Pokémon Stadium.

Name	Type	PP	TM/HM
Rock Slide	Rock	10	TM 48

Effect: A Rock-type attack that hits the target with an avalanche of rocks and boulders

Name	Type	PP	TM/HM
Rock Throw	Rock	15	—

Effect: A Rock-type attack. As the name implies, a huge boulder is dropped on the target.

Name	Type	PP	TM/HM
Rolling Kick	Fighting	15	—

Effect: A Fighting-type move that causes high damage through a kick attack.

Name	Type	PP	TM/HM
Sand Attack	Normal	15	—

Effect: An attack in which sand is used to blind the target and reduce its attack accuracy.

Name	Type	PP	TM/HM
Scratch	Normal	30	—

Effect: A Normal-type attack. Sharp claws are used to inflict damage on the target.

Name	Type	PP	TM/HM
Screech	Normal	40	—

Effect: A move that makes a horrible noise. It sharply reduces the target's Defense.

Name	Type	PP	TM/HM
Seismic Toss	Fighting	20	TM 19

Effect: A Fighting-type attack. Throws target with enough force to flip the world upside down.

Name	Type	PP	TM/HM
Selfdestruct	Normal	5	TM 36

Effect: The user explodes, inflicting damage on the enemy, then faints. Useless against Ghost-type.

Name	Type	PP	TM/HM
Sharpen	Normal	30	—

Effect: Increases Attack.

Name	Type	PP	TM/HM
Sing	Normal	15	—

Effect: A special Normal-type technique. A soothing melody lulls the target to sleep.

Name	Type	PP	TM/HM
Skull Bash	Normal	15	TM 40

Effect: In the first turn, the attacker tucks in its head. The next turn, it head-butts at full steam.

Name	Type	PP	TM/HM
Sky Attack	Flying	5	TM 43

Effect: The strongest Flying-type attack. Energy is stored in the first turn, then fired the next turn.

Name	Type	PP	TM/HM
Slam	Normal	20	—

Effect: A Normal-type attack move. The attacker uses an appendage (e.g., tail) to slam the target hard.

Name	Type	PP	TM/HM
Slash	Normal	20	—

Effect: A Normal-type attack. It has a high probability of a critical hit for inflicting double the damage.

Name	Type	PP	TM/HM
Sleep Powder	Grass	15	—

Effect: Induces Sleep. A Pokémon will stay asleep for several turns if an item isn't used to wake it.

Name	Type	PP	TM/HM
Sludge	Poison	20	—

Effect: Damages and may Poison enemy.

Name	Type	PP	TM/HM
Smog	Poison	20	—

Effect: Damages and may Poison enemy.

Name	Type	PP	TM/HM
Smokescreen	Normal	20	—

Effect: Creates an obscuring cloud of smoke that reduces the enemy's accuracy.

Name	Type	PP	TM/HM
Softboiled	Normal	10	TM 41

Effect: Restores HP by 1/2 of the user's maximum HP. May also be used in the field.

Name	Type	PP	TM/HM
Solar Beam	Grass	10	TM 22

Effect: The strongest Grass-type attack. Energy is absorbed in the first turn, then fired the next turn.

Name	Type	PP	TM/HM
Sonic Boom	Normal	15	—

Effect: A Normal-type attack. It inflicts a set amount of damage regardless of the target's type.

Name	Type	PP	TM/HM
Spike Cannon	Normal	15	—

Effect: Pokémon attacks two to five times in a row.

Name	Type	PP	TM/HM
Splash	Normal	40	—

Effect: A move that involves only flopping and splashing around in front of the opponent. It has no effect.

Name	Type	PP	TM/HM
Spore	Grass	15	—

Effect: Puts enemy to Sleep.

Name	Type	PP	TM/HM
Stomp	Normal	20	—

Effect: A Normal-type attack. Has a one-in-three chance of making the target flinch if it connects.

Name	Type	PP	TM/HM
Strength	Normal	15	HM 04

Effect: A very useful Normal-type attack. Also used for moving obstacles like boulders in the Game Boy titles.

Name	Type	PP	TM/HM
String Shot	Bug	40	—

Effect: Strings are sprayed out and wrapped around the target to reduce its Speed.

Name	Type	PP	TM/HM
Struggle	Normal	10	—

Effect: Damages. Only used when Pokémon runs out of PP. Also, Pokémon takes 1/4 the damage caused.

Name	Type	PP	TM/HM
Stun Spore	Grass	30	—

Effect: A special move that causes paralysis. When paralyzed, the victim has a one-in-four chance of immobility.

Name	Type	PP	TM/HM
Submission	Fighting	25	TM 17

Effect: Damages, but the attacker takes 1/4 the damage caused.

Name	Type	PP	TM/HM
Substitute	Normal	10	TM 50

Effect: Uses 1/4 of the user's maximum HP to create a substitute that takes the opponent's attacks.

Name	Type	PP	TM/HM
Super Fang	Normal	10	—

Effect: Decreases enemy's HP by half.

Name	Type	PP	TM/HM
Supersonic	Normal	20	—

Effect: A special Normal-type technique. Supersonic sound waves are used to confuse the target.

Name	Type	PP	TM/HM
Surf	Water	15	HM 03

Effect: A Water-type attack. The power of this technique is strong and highly accurate.

Name	Type	PP	TM/HM
Swift	Normal	20	TM 39

Effect: A Normal-type attack. It is highly accurate, so it can be counted on to inflict damage.

Name	Type	PP	TM/HM
Swords Dance	Normal	30	TM 03

Effect: A special move that greatly boosts the user's Attack power. Can normally be used up to three times.

Name	Type	PP	TM/HM
Tackle	Normal	35	—

Effect: A Normal-type attack. Many Pokémon know this attack right from the start.

Name	Type	PP	TM/HM
Tail Whip	Normal	30	—

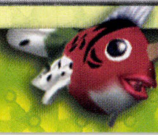
Effect: Decreases enemy's Defense.

Name	Type	PP	TM/HM
Take-Down	Normal	20	TM 09

Effect: Causes physical damage, but the attacker takes 1/4 the damage caused.

Name	Type	PP	TM/HM
Teleport	Psychic	20	TM 30

Effect: A special technique for instantly escaping from wild Pokémon. Useful in the wild only, so it won't work in trainer battles or Pokémon Stadium.



Name	Type	PP	TM/HM
Thrash	Normal	20	—

Effect: Causes physical damage but confuses the attacking Pokémon.

Name	Type	PP	TM/HM
Thunder	Electric	10	TM 25

Effect: The strongest of all Electric-type attacks. Has a one-in-ten chance of paralyzing the target.

Name	Type	PP	TM/HM
Thunder Wave	Electric	20	TM 45

Effect: Paralyzes enemy.

Name	Type	PP	TM/HM
Thunderbolt	Electric	15	TM 24

Effect: An Electric-type attack. Has a one-in-ten chance of paralyzing the target.

Name	Type	PP	TM/HM
Thunderpunch	Electric	15	—

Effect: Damages and may Paralyze enemy.

Name	Type	PP	TM/HM
Thundershock	Electric	30	—

Effect: An Electric-type attack. Has a one-in-ten chance of paralyzing the target.

Name	Type	PP	TM/HM
Toxic	Poison	10	TM 06

Effect: A technique that badly poisons the target. The amount of damage from the poison increases every turn.

Name	Type	PP	TM/HM
Transform	Normal	10	—

Effect: Transforms the user into a copy of the target, including the type. All moves have only five PP each.

Name	Type	PP	TM/HM
Tri Attack	Normal	10	TM 49

Effect: A Normal-type attack that causes damage through a triple beam.

Name	Type	PP	TM/HM
Twineedle	Bug	20	—

Effect: Pokémon attacks twice, and may Poison enemy.

Name	Type	PP	TM/HM
Vice Grip	Normal	30	—

Effect: A Normal-type attack used only by Pokémon with pincers. The target is gripped and injured.

Name	Type	PP	TM/HM
Vine Whip	Grass	10	—

Effect: A Grass-type attack. The Pokémon uses its cruel whips to strike the opponent.

Name	Type	PP	TM/HM
Water Gun	Water	25	TM 12

Effect: A Water-type attack. Stronger than Bubble. Many Water-type Pokémon learn this move.

Name	Type	PP	TM/HM
Waterfall	Water	15	—

Effect: A Water-type attack that causes moderate damage through the power of water.

Name	Type	PP	TM/HM
Whirlwind	Normal	20	TM 04

Effect: Generates a powerful wind that blows away wild Pokémon. Useful in the wild only, so it doesn't work in trainer battles or Pokémon Stadium.

Name	Type	PP	TM/HM
Wing Attack	Flying	35	—

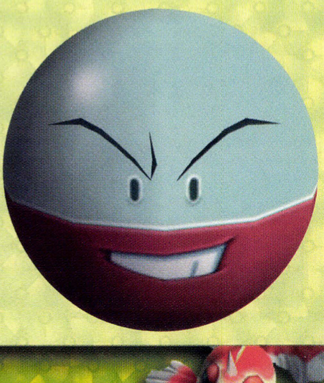
Effect: A Flying-type attack. The attacking Pokémon spreads its wings and charges at the target.

Name	Type	PP	TM/HM
Withdraw	Water	40	—

Effect: Used mainly by Pokémon with shells. By withdrawing into the shell, Defense is increased.

Name	Type	PP	TM/HM
Wrap	Normal	20	—

Effect: Traps and squeezes the target over two or five turns. The target cannot move while under attack.



COMPLETE POKÊDEX

001 BULBASAUR

Type 1: Grass

Type 2: Poison

Height: 2' 04"

Weight: 15.0 lb

Pokédex Entry: It can go for days without eating a single morsel. In the bulb on its back, it stores energy.

Evolution: Ivysaur

Evolves by: Experience (Level 16)

Strong Against: Water, Ground, Rock

Weak Against: Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Psychic, Ghost

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

002 IVYSAUR

Type 1: Grass

Type 2: Poison

Height: 3' 03"

Weight: 29.0 lb

Pokédex Entry: The bulb on its back grows by drawing energy. It gives off an aroma when it is ready to bloom.

Evolution: Venusaur

Evolves by: Experience (Level 32)

Strong Against: Water, Ground, Rock

Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

003 VENUSAUR

Type 1: Grass

Type 2: Poison

Height: 6' 07"

Weight: 221.0 lb

Pokédex Entry: The flower on its back catches the sun's rays. The sunlight is then absorbed and used for energy.

Evolution: N/A

Evolves by: N/A

Strong Against: Water, Ground, Rock

Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

004 CHARMANDER

Type 1: Fire

Type 2: N/A

Height: 2' 00"

Weight: 19 lb

Pokédex Entry: The flame at the tip of its tail makes a sound as it burns. You can only hear it in quiet places.

Evolution: Charmeleon

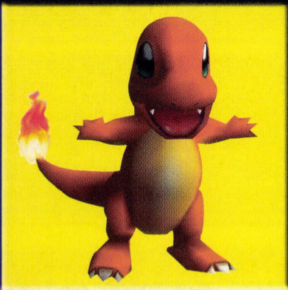
Evolves by: Experience (Level 16)

Strong Against: Grass, Ice, Bug

Weak Against: Fire, Water, Rock, Ground

Able to Learn

TM 01 - Mega Punch
TM 03 - Swords Dance
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 23 - Dragon Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut
HM 04 - Strength



005 CHARMELEON

Type 1: Fire

Type 2: N/A

Height: 3' 07"

Weight: 42.0 lb

Pokédex Entry: Tough fights could excite this Pokémon. When excited, it many blow out bluish-white flames.

Evolution: Charizard

Evolves by: Experience (Level 36)

Strong Against: Grass, Ice, Bug

Weak Against: Fire, Water, Rock, Ground

Able to Learn

TM 01 - Mega Punch
TM 03 - Swords Dance
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 23 - Dragon Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut
HM 04 - Strength

006 CHARIZARD

Type 1: Fire

Type 2: Flying

Height: 5' 07"

Weight: 200.0 lb

Pokédex Entry: When expelling a blast of super hot fire, the red flame on the tip of its tail burns more intensely.

Evolution: N/A

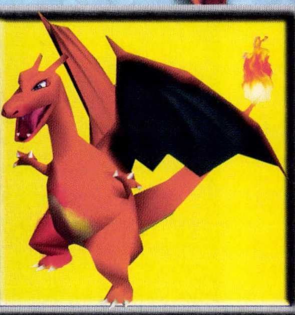
Evolves by: N/A

Strong Against: Grass, Ice, Bug

Weak Against: Fire, Water, Rock, Ground, Electric, Ice

Able to Learn

- TM 01 - Mega Punch
- TM 03 - Swords Dance
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 23 - Dragon Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 01 - Cut
- HM 02 - Fly
- HM 04 - Strength



007 SQUIRTLE

Type 1: Water

Type 2: N/A

Height: 1' 08"

Weight: 20.0 lb

Pokédex Entry: Shoots water at prey while in the water. Withdraws into its shell when in danger.

Evolution: Wartortle

Evolves by: Experience (Level 16)

Strong Against: Fire, Ground, Rock

Weak Against: Water, Dragon, Electric, Grass

Able to Learn

- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength

008 WARTORTLE

Type 1: Water

Type 2: N/A

Height: 3' 03"

Weight: 50.0 lb

Pokédex Entry: When tapped, this Pokémon will pull in its head, but its tail will still stick out a little bit.

Evolution: Blastoise

Evolves by: Experience (Level 36)

Strong Against: Fire, Ground, Rock

Weak Against: Water, Dragon, Electric, Grass

Able to Learn

- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength

009 BLASTOISE

Type 1: Water

Type 2: N/A

Height: 5' 03"

Weight: 189.0 lb

Pokédex Entry: Once it takes aim at its enemy, it blasts out water with even more force than a fire hose.

Evolution: N/A

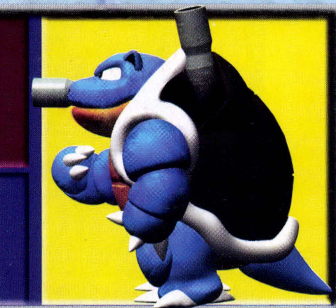
Evolves by: N/A

Strong Against: Fire, Ground, Rock

Weak Against: Water, Dragon, Electric, Grass

Able to Learn

- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength



010 CATERPIE

Type 1: Bug

Type 2: N/A

Height: 1' 00"

Weight: 6.0 lb

Pokédex Entry: If you touch the feeler on top of its head, it will release a horrible stink to protect itself.

Evolution: Metapod

Evolves by: Experience (Level 7)

Strong Against: Grass, Poison, Psychic

Weak Against: Fire, Fighting, Flying, Poison, Rock

Able to Learn

None

011 METAPOD

Type 1: Bug

Type 2: N/A

Height: 2' 04"

Weight: 22.0 lb

Pokédex Entry: Hardens its shell to protect itself. However, a large impact may cause it to pop out of its shell.

Evolution: Butterfree

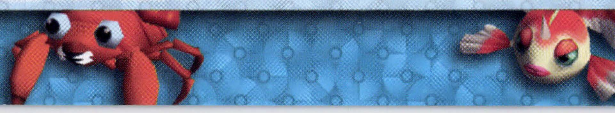
Evolves by: Experience (Level 10)

Strong Against: Grass, Poison, Psychic

Weak Against: Fire, Fighting, Flying, Poison, Rock

Able to Learn

None



012 BUTTERFREE

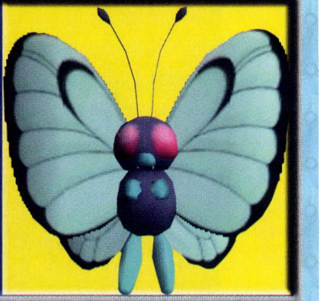
Type 1: Bug
Type 2: Flying
Height: 3' 07"
Weight: 71.0 lb

Pokédex Entry: Its wings, covered with poisonous powders, repel water. This allows it to fly in the rain.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Poison, Psychic, Fighting, Bug
Weak Against: Electric, Rock, Ice, Fire, Fighting, Flying, Poison

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 44 - Rest
TM 46 - Psywave
TM 50 - Substitute
HM 04 - Strength



013 WEEDLE

Type 1: Bug
Type 2: Poison
Height: 1' 00"
Weight: 7.0 lb

Pokédex Entry: Beware of the sharp stinger on its head. It hides in grass and bushes where it eats leaves.

Evolution: Kakuna
Evolves by: Experience (Level 7)

Strong Against: Grass, Poison
Weak Against: Fire, Fighting, Flying, Poison, Rock, Psychic

Able to Learn
None

014 KAKUNA

Type 1: Bug
Type 2: Poison
Height: 2' 00"
Weight: 22.0 lb

Pokédex Entry: Able to move only slightly. When endangered, it may stick out its stinger and poison its enemy.

Evolution: Beedrill
Evolves by: Experience (Level 10)

Strong Against: Grass, Poison
Weak Against: Fire, Fighting, Flying, Poison, Rock, Psychic

Able to Learn
None

015 BEEDRILL

Type 1: Bug
Type 2: Poison
Height: 3' 03"
Weight: 65.0 lb

Pokédex Entry: It has three poisonous stingers on its forelegs and its tail. They are used to jab its enemy repeatedly.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Bug, Poison, Psychic
Weak Against: Fire, Fighting, Flying, Poison, Rock, Ghost

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

016 PIDGEY

Type 1: Normal
Type 2: Flying
Height: 1' 00"
Weight: 4.0 lb

Pokédex Entry: Very docile. If attacked, it will often kick up sand to protect itself rather than fight back.

Evolution: Pidgeotto
Evolves by: Experience (Level 18)

Strong Against: Grass, Fighting, Bug
Weak Against: Electric, Rock, Ice

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 43 - Sky Attack
TM 44 - Rest
TM 50 - Substitute
HM 02 - Fly

017 PIDGEOTTO

Type 1: Normal
Type 2: Flying
Height: 3' 07"
Weight: 66.0 lb

Pokédex Entry: This Pokémon is full of vitality. It constantly flies around its large territory in search of prey.

Evolution: Pidgeot
Evolves by: Experience (Level 36)

Strong Against: Grass, Fighting, Bug
Weak Against: Electric, Rock, Ice

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 43 - Sky Attack
TM 44 - Rest
TM 50 - Substitute
HM 02 - Fly

018 PIDGEOT

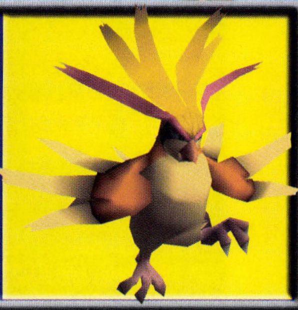
Type 1: Normal
Type 2: Flying
Height: 4' 11"
Weight: 87.0 lb

Pokédex Entry: This Pokémon flies at Mach 2 speed, seeking prey. Its large talons are feared as wicked weapons.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Fighting, Bug
Weak Against: Electric, Rock, Ice

Able to Learn
- TM 02 - Razor Wind
- TM 04 - Whirlwind
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 39 - Swift
- TM 43 - Sky Attack
- TM 44 - Rest
- TM 50 - Substitute
- HM 02 - Fly



019 RATTATA

Type 1: Normal
Type 2: N/A
Height: 1' 00"
Weight: 8.0 lb

Pokédex Entry: Will chew on anything with its fangs. If you see one, it is certain that 40 more live in the area.

Evolution: Raticate
Evolves by: Experience (Level 20)

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 14 - Blizzard
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

020 RATICATE

Type 1: Normal
Type 2: N/A
Height: 2' 04"
Weight: 41.0 lb

Pokédex Entry: Its hind feet are webbed. They act as flippers, so it can swim in rivers and hunt for prey.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

021 SPEAROW

Type 1: Normal
Type 2: Flying
Height: 1' 00"
Weight: 4.0 lb

Pokédex Entry: Inept at flying high. However, it can fly around very fast to protect its territory.

Evolution: Fearow
Evolves by: Experience (Level 20)

Strong Against: Grass, Fighting, Bug
Weak Against: Electric, Rock, Ice

Able to Learn
- TM 02 - Razor Wind
- TM 04 - Whirlwind
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 39 - Swift
- TM 43 - Sky Attack
- TM 44 - Rest
- TM 50 - Substitute
- HM 02 - Fly

022 FEAROW

Type 1: Normal
Type 2: Flying
Height: 3' 11"
Weight: 84.0 lb

Pokédex Entry: A Pokémon that dates back many years. If it senses danger, it flies high and away, instantly.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Fighting, Bug
Weak Against: Electric, Rock, Ice

Able to Learn
- TM 02 - Razor Wind
- TM 04 - Whirlwind
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 39 - Swift
- TM 43 - Sky Attack
- TM 44 - Rest
- TM 50 - Substitute
- HM 02 - Fly

023 EKANS

Type 1: Poison
Type 2: N/A
Height: 6' 07"
Weight: 15.0 lb

Pokédex Entry: The older it gets, the longer it grows. At night, it wraps its long body around tree branches to rest.

Evolution: Arbok
Evolves by: Experience (Level 22)

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 20 - Rage
- TM 21 - Mega Drain
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 48 - Rock Slide
- TM 50 - Substitute
- HM 04 - Strength

024 ARBOK

Type 1: Poison
Type 2: N/A
Height: 11' 06"
Weight: 143.0 lb

Pokédex Entry: The frightening patterns on its belly have been studied. Six variations have been confirmed.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 21 - Mega Drain
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 48 - Rock Slide
- TM 50 - Substitute
- HM 04 - Strength

025 PIKACHU

Type 1: Electric
Type 2: N/A
Height: 1' 04"
Weight: 13.0 lb

Pokédex Entry: It keeps its tail raised to monitor its surroundings. If you yank its tail, it will try to bite you.

Evolution: Raichu
Evolves by: Thunder Stone

Strong Against: Water, Flying
Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 16 - Pay Day
- TM 17 - Submission
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 50 - Substitute
- HM 05 - Flash

026 RAICHU

Type 1: Electric
Type 2: N/A
Height: 2' 07"
Weight: 66.0 lb

Pokédex Entry: When electricity builds up inside its body, it becomes feisty. It also glows in the dark.

Evolution: N/A
Evolves by: N/A

Strong Against: Water, Flying
Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 16 - Pay Day
- TM 17 - Submission
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 50 - Substitute
- HM 05 - Flash

027 SANDSHREW

Type 1: Ground
Type 2: N/A
Height: 2' 00"
Weight: 26.0 lb

Pokédex Entry: Its body is dry. When it gets cold at night, its hide is said to become coated with a fine dew.

Evolution: Sandslash
Evolves by: Experience (Level 22)

Strong Against: Electric, Fire, Poison, Rock
Weak Against: Water, Ice, Flying, Grass, Bug

Able to Learn
- TM 03 - Swords Dance
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 17 - Submission
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 48 - Rock Slide
- TM 50 - Substitute
- TM 01 - Cut
- HM 04 - Strength

028 SANDSLASH

Type 1: Ground
Type 2: N/A
Height: 3' 03"
Weight: 65.0 lb

Pokédex Entry: It is skilled at slashing enemies with its claws. If broken, they start to grow back in a day.

Evolution: N/A
Evolves by: N/A

Strong Against: Electric, Fire, Poison, Rock
Weak Against: Water, Ice, Flying, Grass, Bug

Able to Learn
- TM 03 - Swords Dance
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 48 - Rock Slide
- TM 50 - Substitute
- TM 01 - Cut
- HM 04 - Strength

029 NIDORAN (F)

Type 1: Poison
Type 2: N/A
Height: 1' 04"
Weight: 15.0 lb

Pokédex Entry: A mild-mannered Pokémon that does not like to fight. Beware, its small horns secrete venom.

Evolution: Nidorina
Evolves by: Experience (Level 16)

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 14 - Blizzard
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

030 NIDORINA

Type 1: Poison
Type 2: N/A
Height: 2' 07"
Weight: 44.0 lb

Pokédex Entry: When resting deep in its burrow, its thorns always retract. This is proof that it is relaxed.

Evolution: Nidoqueen
Evolves by: Moon Stone

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
- TM 06 - Toxic
- TM 07 - Horn Drill
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

031 NIDOQUEEN

Type 1: Poison
Type 2: Ground
Height: 4' 03"
Weight: 132.0 lb

Pokédex Entry: Tough scales cover the sturdy body of this Pokémon. It appears that the scales grow in cycles.

Evolution: N/A
Evolves by: N/A

Strong Against: Electric, Fire, Poison, Rock, Grass, Bug
Weak Against: Water, Ice, Flying, Grass, Bug, Psychic, Poison, Ground, Rock, Ghost

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 07 - Horn Drill
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 16 - Pay Day
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 48 - Rock Slide
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength

032 NIDORAN (M)

Type 1: Poison
Type 2: N/A
Height: 1' 08"
Weight: 20.0 lb

Pokédex Entry: Its large ears are always kept upright. If it senses danger, it will attack with a poisonous sting.

Evolution: Nidorino
Evolves by: Experience (Level 16)

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
- TM 06 - Toxic
- TM 07 - Horn Drill
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 14 - Blizzard
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

033 NIDORINO

Type 1: Poison
Type 2: N/A
Height: 2' 11"
Weight: 43.0 lb

Pokédex Entry: Its horns contain venom. If they are stabbed into an enemy, the impact makes the poison leak out.

Evolution: Nidoking
Evolves by: Moon Stone

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
- TM 06 - Toxic
- TM 07 - Horn Drill
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

034 NIDOKING

Type 1: Poison
Type 2: Ground
Height: 4' 07"
Weight: 137.0 lb

Pokédex Entry: Its steel-like hide adds to its powerful tackle. Its horns are so hard, they can pierce a diamond.

Evolution: N/A
Evolves by: N/A

Strong Against: Electric, Fire, Poison, Rock, Grass, Bug
Weak Against: Water, Ice, Flying, Grass, Bug, Psychic, Poison, Ground, Rock, Ghost

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 07 - Horn Drill
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 16 - Pay Day
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 48 - Rock Slide
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength

035 CLEFAIRY

Type 1: Normal
Type 2: N/A
Height: 2' 00"
Weight: 17.0 lb

Pokédex Entry: Adored for their cute looks and playfulness. They are thought to be rare, as they do not appear often.

Evolution: Clefable
Evolves by: Moon Stone

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 22 - Solar Beam
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 35 - Metronome
- TM 38 - Fire Blast
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 04 - Strength
- HM 05 - Flash

036 CLEFABLE

Type 1: Normal
Type 2: N/A
Height: 4' 03"
Weight: 88.0 lb

Pokédex Entry: They appear to be very protective of their own world. It is a kind of fairy, rarely seen by people.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 04 - Strength
HM 05 - Flash

037 VULPIX

Type 1: Fire
Type 2: N/A
Height: 2' 00"
Weight: 22.0 lb

Pokédex Entry: Both its fur and its tails are beautiful. As it grows, the tails split and form more tails.

Evolution: Ninetales
Evolves by: Fire Stone

Strong Against: Grass, Ice, Bug
Weak Against: Fire, Water, Rock, Ground

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute

038 NINETALES

Type 1: Fire
Type 2: N/A
Height: 3' 07"
Weight: 44.0 lb

Pokédex Entry: According to an enduring legend, nine noble saints were united and reincarnated as this Pokémon.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Ice, Bug
Weak Against: Fire, Water, Rock, Ground

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute

039 JIGGLYPUFF

Type 1: Normal
Type 2: N/A
Height: 1' 08"
Weight: 12.0 lb

Pokédex Entry: Uses its alluring eyes to enrapture its foe. It then sings a pleasing melody that lulls the foe to sleep.

Evolution: Wigglytuff
Evolves by: Moon Stone

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 04 - Strength
HM 05 - Flash

040 WIGGLYTUFF

Type 1: Normal
Type 2: N/A
Height: 3' 03"
Weight: 26.0 lb

Pokédex Entry: Its body is full of elasticity. By inhaling deeply, it can continue to inflate itself without limit.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 04 - Strength
HM 05 - Flash

041 ZUBAT

Type 1: Poison
Type 2: Flying
Height: 2' 07"
Weight: 17.0 lb

Pokédex Entry: Emits ultrasonic cries while it flies. They act as a sonar used to check for objects in the way.

Evolution: Golbat
Evolves by: Experience (Level 22)

Strong Against: Grass, Bug, Fighting
Weak Against: Electric, Ice, Poison, Rock, Ground, Ghost, Psychic, Bug

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 44 - Rest
TM 50 - Substitute

042 GOLBAT

Type 1: Poison

Type 2: Flying

Height: 5’ 03”

Weight: 121.0 lb

Pokédex Entry: It attacks in a stealthy manner, without warning. Its sharp fangs are used to bite and suck blood.

Evolution: N/A

Evolves by: N/A

Strong Against: Grass, Bug, Fighting

Weak Against: Electric, Ice, Poison, Rock, Ground, Ghost, Psychic, Bug

Able to Learn

TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 44 - Rest
TM 50 - Substitute

043 ODDISH

Type 1: Grass

Type 2: Poison

Height: 1’ 08”

Weight: 12.0 lb

Pokédex Entry: It may be mistaken for a clump of weeds. If you try to yank it out of the ground, it shrieks horribly.

Evolution: Gloom

Evolves by: Experience (Level 21)

Strong Against: Water, Ground, Rock

Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

044 GLOOM

Type 1: Grass

Type 2: Poison

Height: 2’ 07”

Weight: 19.0 lb

Pokédex Entry: Smells incredibly foul! However, around 1 out of 1,000 people enjoy sniffing its nose-bending stink.

Evolution: Vileplume

Evolves by: Leaf Stone

Strong Against: Water, Ground, Rock

Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

045 VILEPLUME

Type 1: Grass

Type 2: Poison

Height: 3’ 11”

Weight: 41.0 lb

Pokédex Entry: Flaps its broad flower petals to scatter its poisonous pollen. The flapping sound is very loud.

Evolution: N/A

Evolves by: N/A

Strong Against: Water, Ground, Rock

Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

046 PARAS

Type 1: Bug

Type 2: Grass

Height: 1’ 00”

Weight: 12.0 lb

Pokédex Entry: Burrows under the ground to gnaw on tree roots. The mushrooms on its back absorb most of the nutrition.

Evolution: Parasect

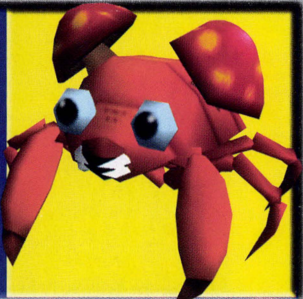
Evolves by: Experience (Level 24)

Strong Against: Psychic, Grass, Poison, Water, Ground, Rock

Weak Against: Fire, Grass, Poison, Flying, Fighting, Bug, Dragon, Ghost, Rock, Ice

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut



047 PARASECT

Type 1: Bug

Type 2: Grass

Height: 3’ 03”

Weight: 65.0 lb

Pokédex Entry: The bug host is drained of energy by the mushrooms on its back. They appear to do all the thinking.

Evolution: N/A

Evolves by: N/A

Strong Against: Psychic, Grass, Poison, Water, Ground, Rock

Weak Against: Fire, Grass, Poison, Flying, Fighting, Bug, Dragon, Ghost, Rock, Ice

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

048 VENONAT

Type 1: Bug
Type 2: Poison
Height: 3' 03"
Weight: 66.0 lb

Pokédex Entry: Its large eyes act as radars. In a bright place, you can see that they are clusters of many tiny eyes.

Evolution: Venomoth
Evolves by: Experience (Level 30)

Strong Against: Grass, Bug, Poison, Psychic
Weak Against: Fire, Fighting, Flying, Poison, Rock, Ghost

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 44 - Rest
TM 46 - Psywave
TM 50 - Substitute
HM 04 - Strength

049 VENOMOTH

Type 1: Bug
Type 2: Poison
Height: 4' 11"
Weight: 28.0 lb

Pokédex Entry: The powdery scales on its wings are hard to remove. They also contain poison that leaks out on contact.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Bug, Poison, Psychic
Weak Against: Fire, Fighting, Flying, Poison, Rock, Ghost

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swif
TM 44 - Rest
TM 46 - Psywave
TM 50 - Substitute

050 DIGLETT

Type 1: Ground
Type 2: N/A
Height: 0' 08"
Weight: 2.0 lb

Pokédex Entry: It prefers dark places. It spends most of its time underground, though it may pop up in caves.

Evolution: Dugtrio
Evolves by: Experience (Level 28)

Strong Against: Electric, Fire, Poison, Rock
Weak Against: Water, Ice, Flying, Grass, Bug

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute

051 DUGTRIO

Type 1: Ground
Type 2: N/A
Height: 2' 04"
Weight: 73.0 lb

Pokédex Entry: A team of triplets that can burrow over 60 MPH. Due to this, some people think it's an earthquake.

Evolution: N/A
Evolves by: N/A

Strong Against: Electric, Fire, Poison, Rock
Weak Against: Water, Ice, Flying, Grass, Bug

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute

052 MEOWTH

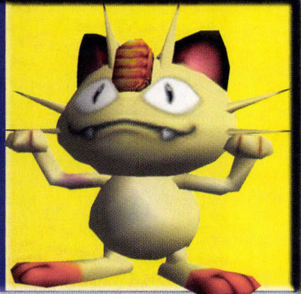
Type 1: Normal
Type 2: N/A
Height: 1' 04"
Weight: 9.0 lb

Pokédex Entry: Appears to be more active at night. It loves round and shiny things. It can't stop from picking them up.

Evolution: Persian
Evolves by: Experience (Level 28)

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 16 - Pay Day
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 04 - Strength



053 PERSIAN

Type 1: Normal
Type 2: N/A
Height: 3' 03"
Weight: 71.0 lb

Pokédex Entry: The gem on its forehead glows on its own! It walks with all the grace and elegance of a proud queen.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 04 - Strength

054 PSYDUCK

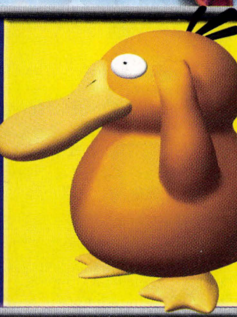
Type 1: Water
Type 2: N/A
Height: 2' 07"
Weight: 43.0 lb

Pokédex Entry: Always tormented by headaches. It uses psychic powers, but it is not known if it intends to do so.

Evolution: Golduck
Evolves by: Experience (Level 33)

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength



055 GOLDUCK

Type 1: Water
Type 2: N/A
Height: 5' 07"
Weight: 169.0 lb

Pokédex Entry: Its slim and long limbs end in broad flippers. They are used for swimming gracefully in lakes.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength

056 MANKEY

Type 1: Fighting
Type 2: N/A
Height: 1' 08"
Weight: 62.0 lb

Pokédex Entry: An agile Pokémon that lives in trees. It angers easily and will not hesitate to attack anything.

Evolution: Primeape
Evolves by: Experience (Level 26)

Strong Against: Normal, Ice, Rock
Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

057 PRIMEAPE

Type 1: Fighting
Type 2: N/A
Height: 3' 03"
Weight: 71.0 lb

Pokédex Entry: It stops being angry only when nobody else is around. To view this moment is very difficult.

Evolution: N/A
Evolves by: N/A

Strong Against: Normal, Ice, Rock
Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

058 GROWLITHE

Type 1: Fire
Type 2: N/A
Height: 2' 04"
Weight: 42.0 lb

Pokédex Entry: A Pokémon with a friendly nature. However, it will bark fiercely at anything invading its territory.

Evolution: Arcanine
Evolves by: Fire Stone

Strong Against: Grass, Ice, Bug
Weak Against: Fire, Water, Rock, Ground

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 23 - Dragon Rage
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute

059 ARCANINE

Type 1: Fire
Type 2: N/A
Height: 6' 03"
Weight: 342.0 lb

Pokédex Entry: A legendary Pokémon in China. Many people are charmed by its grace and beauty while running.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Ice, Bug
Weak Against: Fire, Water, Rock, Ground

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 23 - Dragon Rage
TM 28 - Dig
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute

060 POLIWAG

Type 1: Water
Type 2: N/A
Height: 2' 00"
Weight: 27.0 lb

Pokédex Entry: The direction of the spiral on the belly differs by area. It is more adept at swimming than walking.

Evolution: Poliwhirl
Evolves by: Experience (Level 25)

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 20 - Rage
- TM 29 - Psychic
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 46 - Psywave
- TM 50 - Substitute
- HM 03 - Surf

061 POLIWHIRL

Type 1: Water
Type 2: N/A
Height: 3' 03"
Weight: 44.0 lb

Pokédex Entry: Under attack, it uses its belly spiral to put the foe to sleep. It then makes its escape.

Evolution: Poliwrath
Evolves by: Water Stone

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 29 - Psychic
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 46 - Psywave
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength

062 POLIWRATH

Type 1: Water
Type 2: Fighting
Height: 4' 03"
Weight: 119.0 lb

Pokédex Entry: Swims powerfully using all the muscles in its body. It can even overtake champion swimmers.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Normal, Ice, Rock
Weak Against: Electric, Water, Grass, Dragon, Poison, Flying, Psychic, Bug, Ghost

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 29 - Psychic
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 46 - Psywave
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength

063 ABRA

Type 1: Psychic
Type 2: N/A
Height: 2' 11"
Weight: 43.0 lb

Pokédex Entry: Sleeps 18 hours a day. If it senses danger, it will teleport itself to safety even as it sleeps.

Evolution: Kadabra
Evolves by: Experience (Level 16)

Strong Against: Fighting, Poison
Weak Against: Bug, Psychic

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 05 - Flash

064 KADABRA

Type 1: Psychic
Type 2: N/A
Height: 4' 03"
Weight: 125.0 lb

Pokédex Entry: Many odd things happen if this Pokémon is close by. For example, it makes clocks run backwards.

Evolution: Alakazam
Evolves by: Trading

Strong Against: Fighting, Poison
Weak Against: Bug, Psychic

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 28 - Dig
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 05 - Flash

065 ALAKAZAM

Type 1: Psychic
Type 2: N/A
Height: 4' 11"
Weight: 106.0 lb

Pokédex Entry: A Pokémon that can memorize anything. It never forgets what it learns that's why this Pokémon is smart.

Evolution: N/A
Evolves by: N/A

Strong Against: Fighting, Poison
Weak Against: Bug, Psychic

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 28 - Dig
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 05 - Flash

066 MACHOP

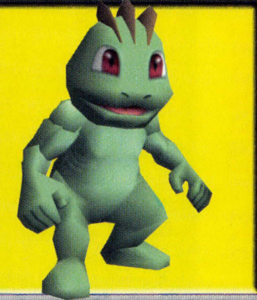
Type 1: Fighting
Type 2: N/A
Height: 2' 07"
Weight: 43.0 lb

Pokédex Entry: Very powerful in spite of its small size. Its mastery of many types of martial arts makes it very tough.

Evolution: Machoke
Evolves by: Experience (Level 28)

Strong Against: Normal, Ice, Rock
Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength



067 MACHOKE

Type 1: Fighting
Type 2: N/A
Height: 4' 11"
Weight: 155.0 lb

Pokédex Entry: The belt around its waist holds back its energy. Without it, this Pokémon would be unstoppable.

Evolution: Machamp
Evolves by: Trading

Strong Against: Normal, Ice, Rock
Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

068 MACHAMP

Type 1: Fighting
Type 2: N/A
Height: 5' 03"
Weight: 287.0 lb

Pokédex Entry: One arm alone can move mountains. Using all four arms, this Pokémon fires off awesome punches.

Evolution: N/A
Evolves by: N/A

Strong Against: Normal, Ice, Rock
Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

069 BELLSPROUT

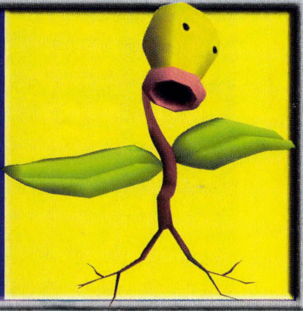
Type 1: Grass
Type 2: Poison
Height: 2' 04"
Weight: 9.0 lb

Pokédex Entry: Prefers hot and humid places. It ensnares tiny insects with its vines and devours them.

Evolution: Weepinbell
Evolves by: Experience (Level 21)

Strong Against: Water, Ground
Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut



070 WEEPINBELL

Type 1: Grass
Type 2: Poison
Height: 3' 03"
Weight: 14.0 lb

Pokédex Entry: When hungry, it swallows anything that moves. Its hapless prey is melted inside by strong acids.

Evolution: Victreebel
Evolves by: Leaf Stone

Strong Against: Water, Ground
Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

071 VICTREEBEL

Type 1: Grass
Type 2: Poison
Height: 5' 07"
Weight: 34.0 lb

Pokédex Entry: Lures prey with the sweet aroma of honey. Swallowed whole, the prey is melted in a day, bones and all.

Evolution: N/A
Evolves by: N/A

Strong Against: Water
Weak Against: Psychic, Fire, Ice, Grass, Poison, Flying, Bug, Dragon, Ghost

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

072 TENTACOOL

Type 1: Water
Type 2: Poison
Height: 2' 11"
Weight: 100.0 lb

Pokédex Entry:
It can sometimes be found all dry and shriveled up on a beach. Toss it back into the sea to revive it.

Evolution: Tentacruel
Evolves by: Experience (Level 30)

Strong Against: Fire, Ground, Rock, Grass, Bug
Weak Against: Psychic, Water, Grass, Dragon, Electric, Poison, Ground, Rock, Ghost

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 21 - Mega Drain
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut
HM 03 - Surf

073 TENTACRUEL

Type 1: Water
Type 2: Poison
Height: 5' 03"
Weight: 121.0 lb

Pokédex Entry:
Its 80 tentacles can stretch and contract freely. They wrap around prey and weaken it with poison.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Rock, Grass, Bug
Weak Against: Psychic, Water, Grass, Dragon, Electric, Poison, Ground, Rock, Ghost

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut
HM 03 - Surf

074 GEODUDE

Type 1: Rock
Type 2: N/A
Height: 1' 04"
Weight: 44.0 lb

Pokédex Entry:
Commonly found near mountain trails, etc. If you step on one by accident, it gets angry.

Evolution: Graveler
Evolves by: Experience (Level 25)

Strong Against: Fire, Ice, Flying, Bug
Weak Against: Fighting, Ground, Water, Grass

Able to Learn
TM 01 - Mega Punch
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

075 GRAVELER

Type 1: Rock
Type 2: N/A
Height: 3' 03"
Weight: 232.0 lb

Pokédex Entry:
Often seen rolling down mountain trails. Obstacles are just things to roll straight over, not avoid.

Evolution: Golem
Evolves by: Trading

Strong Against: Fire, Ice, Flying, Bug
Weak Against: Fighting, Ground, Water, Grass

Able to Learn
TM 01 - Mega Punch
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

076 GOLEM

Type 1: Rock
Type 2: N/A
Height: 4' 07"
Weight: 662.0 lb

Pokédex Entry:
Once it sheds its skin, its body turns tender and whitish. Its hide hardens when it's exposed to air.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ice, Flying, Bug
Weak Against: Fighting, Ground, Water, Grass

Able to Learn
TM 01 - Mega Punch
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

077 PONYTA

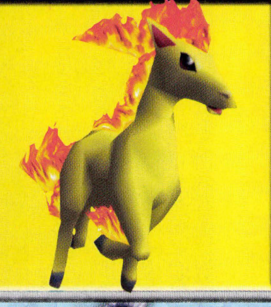
Type 1: Fire
Type 2: N/A
Height: 3' 03"
Weight: 66.0 lb

Pokédex Entry:
Capable of jumping incredibly high. Its hooves and sturdy legs absorb the impact of a hard landing.

Evolution: Rapidash
Evolves by: Experience (Level 40)

Strong Against: Grass, Ice, Bug
Weak Against: Fire, Water, Rock, Ground

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute



078 RAPIDASH

Type 1: Fire

Type 2: N/A

Height: 5' 7"

Weight: 209.0 lb

Pokédex Entry: Just loves to run. If it sees something faster than itself, it will give chase at top speed.

Evolution: N/A

Evolves by: N/A

Strong Against: Grass, Ice, Bug

Weak Against: Fire, Water, Rock, Ground

Able to Learn
- TM 06 - Toxic
- TM 07 - Horn Drill
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute

079 SLOWPOKE

Type 1: Water

Type 2: Psychic

Height: 3' 11"

Weight: 79.0 lb

Pokédex Entry: Incredibly slow and sluggish. It is quite content to loll about without worrying about the time.

Evolution: Slowbro

Evolves by: Experience (Level 37)

Strong Against: Fire, Ground, Rock, Fighting, Poison

Weak Against: Bug, Water, Grass, Dragon, Electric, Psychic

Able to Learn
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 16 - Pay Day
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength
- HM 05 - Flash

080 SLOWBRO

Type 1: Water

Type 2: Psychic

Height: 5' 03"

Weight: 173.0 lb

Pokédex Entry: Lives lazily by the sea. If the Shellder on its tail comes off, it becomes a Slowpoke again.

Evolution: N/A

Evolves by: N/A

Strong Against: Fire, Ground, Rock, Fighting, Poison

Weak Against: Bug, Water, Grass, Dragon, Electric, Psychic

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 16 - Pay Day
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 03 - Surf
- HM 04 - Strength
- HM 05 - Flash

081 MAGNEMITE

Type 1: Electric

Type 2: N/A

Height: 1' 00"

Weight: 13.0 lb

Pokédex Entry: It is born with the ability to defy gravity. It floats in air on powerful electromagnetic waves.

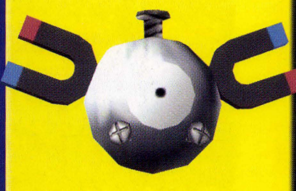
Evolution: Magneton

Evolves by: Experience (Level 30)

Strong Against: Water, Flying

Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 39 - Swift
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 50 - Substitute
- HM 05 - Flash



082 MAGNETON

Type 1: Electric

Type 2: N/A

Height: 3' 03"

Weight: 132.0 lb

Pokédex Entry: Generates strange radio signals. It raises the temperature by 3.6F degrees within 3,300 feet.

Evolution: N/A

Evolves by: N/A

Strong Against: Water, Flying

Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 39 - Swift
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 50 - Substitute
- HM 05 - Flash

083 FARFETCH'D

Type 1: Normal

Type 2: Flying

Height: 2' 07"

Weight: 33.0 lb

Pokédex Entry: Lives where reedy plants grow. They are rarely seen, so it's thought their numbers are decreasing.

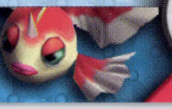
Evolution: N/A

Evolves by: N/A

Strong Against: Grass, Fighting, Bug

Weak Against: Electric, Rock, Ice

Able to Learn
- TM 02 - Razor Wind
- TM 03 - Swords Dance
- TM 04 - Whirlwind
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 01 - Cut
- HM 02 - Fly



084 DODUO

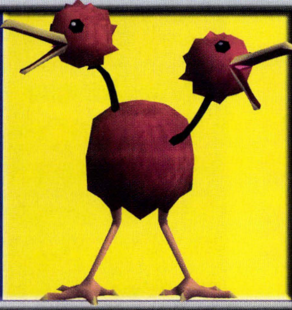
Type 1: Normal
Type 2: Flying
Height: 4' 07"
Weight: 86.0 lb

Pokédex Entry:
Its short wings make flying difficult. Instead, this Pokémon runs at high speed on developed legs.

Evolution:
Dodrio
Evolves by:
Experience (Level 31)

Strong Against:
Grass, Fighting, Bug
Weak Against:
Electric, Rock, Ice

Able to Learn
TM 04 - Whirlwind
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 43 - Sky Attack
TM 44 - Rest
TM 49 - Tri Attack
TM 50 - Substitute
HM 02 - Fly



085 DODRIO

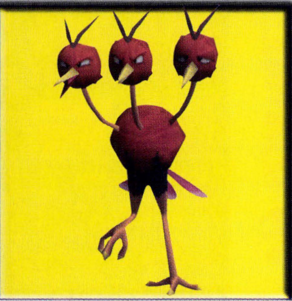
Type 1: Normal
Type 2: Flying
Height: 5' 11"
Weight: 188.0 lb

Pokédex Entry:
One of Doduo's two heads splits to form a unique species. It runs close to 40 MPH in prairies.

Evolution:
N/A
Evolves by:
N/A

Strong Against:
Grass, Fighting, Bug
Weak Against:
Electric, Rock, Ice

Able to Learn
TM 04 - Whirlwind
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 43 - Sky Attack
TM 44 - Rest
TM 49 - Tri Attack
TM 50 - Substitute
HM 02 - Fly



086 SEEL

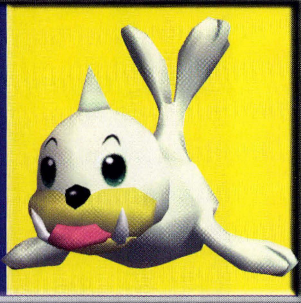
Type 1: Water
Type 2: N/A
Height: 3' 07"
Weight: 198.0 lb

Pokédex Entry:
Loves freezing cold conditions. Relishes swimming in a frigid climate of around 14F degrees.

Evolution:
Dewgong
Evolves by:
Experience (Level 37)

Strong Against:
Dragon, Grass, Flying, Fire, Ground, Rock.
Weak Against:
Water, Fighting, Rock, Grass, Dragon, Electric, Grass

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 16 - Pay Day
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength



087 DEWGONG

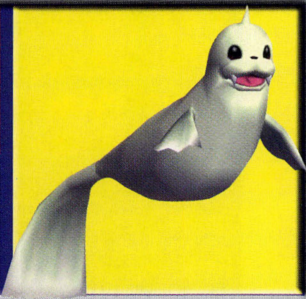
Type 1: Water
Type 2: Ice
Height: 5' 07"
Weight: 265.0 lb

Pokédex Entry:
Its entire body is a snowy-white. Unharmed by even intense cold, it swims powerfully in icy waters.

Evolution:
N/A
Evolves by:
N/A

Strong Against:
Dragon, Grass, Flying, Fire, Ground, Rock.
Weak Against:
Water, Fire, Fighting, Rock, Grass, Dragon, Electric, Grass

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength



088 GRIMER

Type 1: Poison
Type 2: N/A
Height: 2' 11"
Weight: 66.0 lb

Pokédex Entry:
Made of hardened sludge. It smells too putrid to touch. Even weeds won't grow in its path.

Evolution:
Muk
Evolves by:
Experience (Level 30)

Strong Against:
Grass, Bug
Weak Against:
Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 20 - Rage
TM 21 - Mega Drain
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 50 - Substitute

089 MUK

Type 1: Poison
Type 2: N/A
Height: 3' 11"
Weight: 66.0 lb

Pokédex Entry:
Smells so awful, it can cause fainting. Through degeneration, it lost its sense of smell.

Evolution:
N/A
Evolves by:
N/A

Strong Against:
Grass, Bug
Weak Against:
Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 50 - Substitute

090 SHELLDER

Type 1: Water
Type 2: N/A
Height: 1' 00"
Weight: 9.0 lb

Pokédex Entry: The shell can withstand any attack. However, when it is open, the tender body is exposed.

Evolution: Cloyster
Evolves by: Water Stone

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 36 - Self-Destruct
TM 39 - Swift
TM 44 - Rest
TM 47 - Explosion
TM 49 - Tri Attack
TM 50 - Substitute
HM 03 - Surf

091 CLOYSTER

Type 1: Water
Type 2: Ice
Height: 4' 11"
Weight: 292.0 lb

Pokédex Entry: For protection, it uses its harder-than-diamonds shell. It also shoots spikes from the shell.

Evolution: N/A
Evolves by: N/A

Strong Against: Dragon, Grass, Flying, Fire, Ground, Rock.
Weak Against: Water, Fire, Fighting, Rock, Grass, Dragon, Electric, Grass

Able to Learn
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 36 - Self-Destruct
TM 39 - Swift
TM 44 - Rest
TM 47 - Explosion
TM 49 - Tri Attack
TM 50 - Substitute
HM 03 - Surf

092 GASTLY

Type 1: Ghost
Type 2: Poison
Height: 4' 03"
Weight: 0.2 lb

Pokédex Entry: Said to appear in decrepit deserted buildings. It has no real shape as it appears to be made of a gas.

Evolution: Haunter
Evolves by: Experience (Level 25)

Strong Against: Grass, Bug, Ghost, Normal, Fighting
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 06 - Toxic
TM 20 - Rage
TM 21 - Mega Drain
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 42 - Dream Eater
TM 44 - Rest
TM 46 - Psywave
TM 47 - Explosion
TM 50 - Substitute

093 HAUNTER

Type 1: Ghost
Type 2: Poison
Height: 5' 03"
Weight: 0.2 lb

Pokédex Entry: By licking, it saps the victim's life. It causes shaking that won't stop until the victim's demise.

Evolution: Gengar
Evolves by: Trading

Strong Against: Grass, Bug, Ghost, Normal, Fighting
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 06 - Toxic
TM 20 - Rage
TM 21 - Mega Drain
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 42 - Dream Eater
TM 44 - Rest
TM 46 - Psywave
TM 47 - Explosion
TM 50 - Substitute

094 GENGAR

Type 1: Ghost
Type 2: Poison
Height: 4' 11"
Weight: 89.0 lb

Pokédex Entry: A Gengar is close by if you feel a sudden chill. It may be trying to lay a curse on you.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Bug, Ghost, Normal, Fighting
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 21 - Mega Drain
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 40 - Skull Bash
TM 42 - Dream Eater
TM 44 - Rest
TM 46 - Psywave
TM 47 - Explosion
TM 50 - Substitute
HM 04 - Strength

095 ONIX

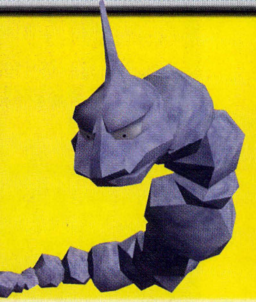
Type 1: Rock
Type 2: Ground
Height: 28' 10"
Weight: 463.0 lb

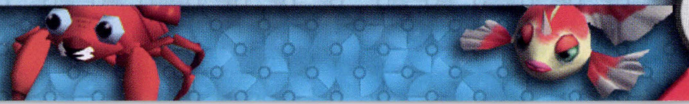
Pokédex Entry: Burrows at high speed in search of food. The tunnels it leaves are used as homes by Digletts.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ice, Flying, Bug, Electric
Weak Against: Fighting, Ground, Water, Grass

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 40 - Skull Bash
TM 44 - Rest
TM 47 - Explosion
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength





096 DROWZEE

Type 1: Psychic
Type 2: N/A
Height: 3' 03"
Weight: 71.0 lb

Pokédex Entry:
If you sleep by it all the time, it will sometimes show you dreams it has eaten in the past.

Evolution: Hypno
Evolves by: Experience (Level 26)

Strong Against: Fighting, Poison
Weak Against: Bug, Psychic

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 42 - Dream Eater
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 05 - Flash

097 HYPNO

Type 1: Psychic
Type 2: N/A
Height: 5' 03"
Weight: 167.0 lb

Pokédex Entry:
Avoid eye contact if you come across one. It will try to put you to sleep by using its pendulum.

Evolution: N/A
Evolves by: N/A

Strong Against: Fighting, Poison
Weak Against: Bug, Psychic

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 35 - Metronome
- TM 40 - Skull Bash
- TM 42 - Dream Eater
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 46 - Psywave
- TM 49 - Tri Attack
- TM 50 - Substitute
- HM 05 - Flash

098 KRABBY

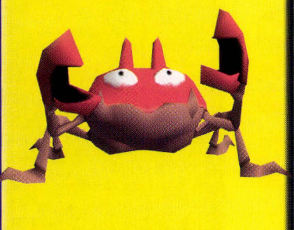
Type 1: Water
Type 2: N/A
Height: 1' 04"
Weight: 14.0 lb

Pokédex Entry:
Its pincers are superb weapons. They sometimes break off during battle, but they grow back fast.

Evolution: Kingler
Evolves by: Experience (Level 28)

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
- TM 03 - Swords Dance
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 44 - Rest
- TM 50 - Substitute
- HM 01 - Cut
- HM 03 - Surf
- HM 04 - Strength



099 KINGLER

Type 1: Water
Type 2: N/A
Height: 4' 03"
Weight: 132.0 lb

Pokédex Entry:
One claw grew massively and as hard as steel. It has 10,000-HP strength. However, it is too heavy.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Rock
Weak Against: Water, Grass, Dragon, Electric

Able to Learn
- TM 03 - Swords Dance
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 44 - Rest
- TM 50 - Substitute
- HM 01 - Cut
- HM 03 - Surf
- HM 04 - Strength

100 VOLTORB

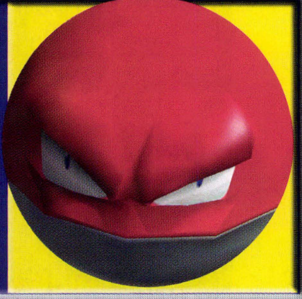
Type 1: Electric
Type 2: N/A
Height: 1' 08"
Weight: 23.0 lb

Pokédex Entry:
It is said to camouflage itself as a Poké Ball. It will self-destruct with very little stimulus.

Evolution: Electrode
Evolves by: Experience (Level 30)

Strong Against: Water, Flying
Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
- TM 06 - Toxic
- TM 09 - Take Down
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 36 - Self-Destruct
- TM 39 - Swift
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 47 - Explosion
- TM 50 - Substitute
- HM 04 - Flash



101 ELECTRODE

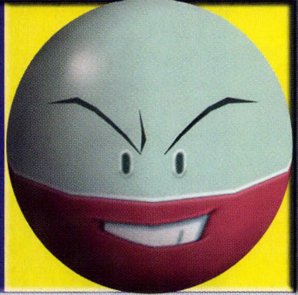
Type 1: Electric
Type 2: N/A
Height: 3' 11"
Weight: 147.0 lb

Pokédex Entry:
Stores electrical energy inside its body. Even the slightest shock could trigger a huge explosion.

Evolution: N/A
Evolves by: N/A

Strong Against: Water, Flying
Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
- TM 06 - Toxic
- TM 09 - Take Down
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 24 - Thunderbolt
- TM 25 - Thunder
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 36 - Self-Destruct
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 45 - Thunder Wave
- TM 47 - Explosion
- TM 50 - Substitute
- HM 04 - Flash



102 EXEGGCUTE

Type 1: Grass

Type 2: Psychic

Height: 1' 04"

Weight: 6.0 lb

Pokédex Entry: The heads attract each other and spin around. There must be six heads for it to maintain balance.

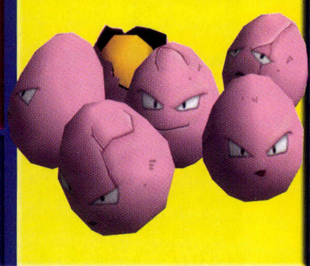
Evolution: Exeggutor

Evolves by: Leaf Stone

Strong Against: Fighting, Poison, Water, Ground, Rock

Weak Against: Bug, Psychic, Fire, Grass, Poison, Flying, Dragon, Ice

Able to Learn
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 20 - Rage
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 36 - Self-Destruct
- TM 37 - Egg Bomb
- TM 44 - Rest
- TM 46 - Psywave
- TM 47 - Explosion
- TM 50 - Substitute



103 EXEGGUTOR

Type 1: Grass

Type 2: Psychic

Height: 6' 07"

Weight: 265.0 lb

Pokédex Entry: Its cries are very noisy. This is because each of the three heads thinks about whatever it likes.

Evolution: N/A

Evolves by: N/A

Strong Against: Fighting, Poison, Water, Ground, Rock

Weak Against: Bug, Psychic, Fire, Grass, Poison, Flying, Dragon, Ice

Able to Learn
- TM 06 - Toxic
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 15 - Hyper Beam
- TM 20 - Rage
- TM 21 - Mega Drain
- TM 22 - Solar Beam
- TM 29 - Psychic
- TM 30 - Teleport
- TM 31 - Mimic
- TM 32 - Double Team
- TM 33 - Reflect
- TM 34 - Bide
- TM 36 - Self-Destruct
- TM 37 - Egg Bomb
- TM 44 - Rest
- TM 46 - Psywave
- TM 47 - Explosion
- TM 50 - Substitute
- HM 04 - Strength

104 CUBONE

Type 1: Ground

Type 2: N/A

Height: 1' 04"

Weight: 14.0 lb

Pokédex Entry: Wears the skull of its deceased mother. Its cries echo inside the skull and come out as a sad melody.

Evolution: Marowak

Evolves by: Experience (Level 28)

Strong Against: Electric, Fire, Poison, Rock

Weak Against: Water, Ice, Flying, Grass, Bug

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 04 - Strength

105 MAROWAK

Type 1: Ground

Type 2: N/A

Height: 3' 03"

Weight: 99.0 lb

Pokédex Entry: Small and weak, this Pokémon is adept with its bone club. It has grown more vicious over the ages.

Evolution: N/A

Evolves by: N/A

Strong Against: Electric, Fire, Poison, Rock

Weak Against: Water, Ice, Flying, Grass, Bug

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 11 - Bubble Beam
- TM 12 - Water Gun
- TM 13 - Ice Beam
- TM 14 - Blizzard
- TM 15 - Hyper Beam
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 26 - Earthquake
- TM 27 - Fissure
- TM 28 - Dig
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 38 - Fire Blast
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 04 - Strength

106 HITMONLEE

Type 1: Fighting

Type 2: N/A

Height: 4' 11"

Weight: 110.0 lb

Pokédex Entry: When kicking, the sole of its foot turns as hard as a diamond on impact and destroys its enemy.

Evolution: N/A

Evolves by: N/A

Strong Against: Normal, Ice, Rock

Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 35 - Metronome
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 04 - Strength

107 HITMONCHAN

Type 1: Fighting

Type 2: N/A

Height: 4' 07"

Weight: 111.0 lb

Pokédex Entry: Punches in corkscrew fashion. It can punch its way through a concrete wall in the same way as a drill.

Evolution: N/A

Evolves by: N/A

Strong Against: Normal, Ice, Rock

Weak Against: Poison, Flying, Psychic, Bug, Ghost

Able to Learn
- TM 01 - Mega Punch
- TM 05 - Mega Kick
- TM 06 - Toxic
- TM 08 - Body Slam
- TM 09 - Take Down
- TM 10 - Double Edge
- TM 17 - Submission
- TM 18 - Counter
- TM 19 - Seismic Toss
- TM 20 - Rage
- TM 31 - Mimic
- TM 32 - Double Team
- TM 34 - Bide
- TM 35 - Metronome
- TM 39 - Swift
- TM 40 - Skull Bash
- TM 44 - Rest
- TM 50 - Substitute
- HM 04 - Strength

108 LICKITUNG

Type 1: Normal
Type 2: N/A
Height: 3' 11"
Weight: 144.0 lb

Pokédex Entry: Its tongue spans almost 7 feet and moves more freely than its forelegs. Its licks can cause paralysis.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 01 - Mega Punch
TM 03 - Swords Dance
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut
HM 03 - Surf
HM 04 - Strength

109 KOFFING

Type 1: Poison
Type 2: N/A
Height: 2' 00"
Weight: 2.0 lb

Pokédex Entry: In hot places, its internal gases could expand and explode without any warning. Be very careful!

Evolution: Weezing
Evolves by: Experience (Level 35)

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 06 - Toxic
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 50 - Substitute

110 WEEZING

Type 1: Poison
Type 2: N/A
Height: 3' 11"
Weight: 21.0 lb

Pokédex Entry: It lives and grows by absorbing dust, germs and poison gases that are contained in toxic waste and garbage.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Bug
Weak Against: Psychic, Poison, Ground, Rock, Ghost, Bug

Able to Learn
TM 06 - Toxic
TM 15 - Hyper Beam
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 44 - Rest
TM 47 - Explosion
TM 50 - Substitute

111 RHYHORN

Type 1: Rock
Type 2: Ground
Height: 3' 03"
Weight: 254.0 lb

Pokédex Entry: A Pokémon with a one-track mind. Once it charges, it won't stop running until it falls asleep.

Evolution: Rhydon
Evolves by: Experience (Level 42)

Strong Against: Fire, Electric, Poison, Ice, Flying, Bug, Rock
Weak Against: Grass, Bug, Flying, Fighting, Ground, Water, Grass, Ice

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 04 - Strength

112 RHYDON

Type 1: Rock
Type 2: Ground
Height: 6' 03"
Weight: 265.0 lb

Pokédex Entry: Walks on its hind legs. Shows signs of intelligence. Its armor-like hide even repels molten lava.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Electric, Poison, Ice, Flying, Bug, Rock
Weak Against: Grass, Bug, Flying, Fighting, Ground, Water, Grass, Ice

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength

113 CHANSEY

Type 1: Normal
Type 2: N/A
Height: 3' 07"
Weight: 76.0 lb

Pokédex Entry: A gentle and kind-hearted Pokémon that shares its nutritious eggs if it sees an injured Pokémon.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 37 - Egg Bomb
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 41 - Softboiled
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 04 - Strength
HM 05 - Flash

114 TANGELA

Type 1: Grass

Type 2: N/A

Height: 3' 03"

Weight: 77.0 lb

Pokédex Entry: Its identity is obscured by masses of thick, blue vines. The vines are said to stop growing.

Evolution: N/A

Evolves by: N/A

Strong Against: Water, Ground Rock

Weak Against: Fire, Poison, Flying, Bug, Dragon

Able to Learn

TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

115 KANGASKHAN

Type 1: Normal

Type 2: N/A

Height: 7' 03"

Weight: 176.0 lb

Pokédex Entry: Raises its young in its belly pouch. Won't run from any fight to keep its young protected.

Evolution: N/A

Evolves by: N/A

Strong Against: N/A

Weak Against: Rock, Fighting

Able to Learn

TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 48 - Rock Slide
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength

116 HORSEA

Type 1: Water

Type 2: N/A

Height: 1' 04"

Weight: 18.0 lb

Pokédex Entry: If it senses danger, it will vigorously spray water or a special type of ink from its mouth.

Evolution: Seadra

Evolves by: Experience (Level 32)

Strong Against: Fire, Ground, Rock

Weak Against: Water, Grass, Dragon, Electric

Able to Learn

TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

117 SEADRA

Type 1: Water

Type 2: N/A

Height: 3' 11"

Weight: 55.0 lb

Pokédex Entry: Touching the back fin causes numbness. It hooks its tail to coral to stay in place while sleeping.

Evolution: N/A

Evolves by: N/A

Strong Against: Fire, Ground, Rock

Weak Against: Water, Grass, Dragon, Electric

Able to Learn

TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

118 GOLDEEN

Type 1: Water

Type 2: N/A

Height: 2' 00"

Weight: 33.0 lb

Pokédex Entry: When it is time for them to lay eggs, they can be seen swimming up rivers and falls in large groups.

Evolution: Seaking

Evolves by: Experience (Level 33)

Strong Against: Fire, Ground, Rock

Weak Against: Water, Dragon, Electric, Grass

Able to Learn

TM 06 - Toxic
TM 07 - Horn Drill
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

119 SEAKING

Type 1: Water

Type 2: N/A

Height: 4' 03"

Weight: 86.0 lb

Pokédex Entry: It is the male's job to make a nest by carving out boulders in a stream using the horn on its head.

Evolution: N/A

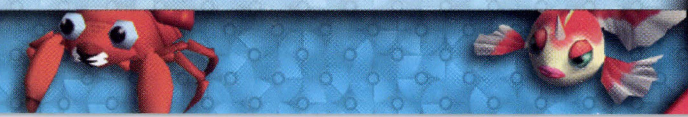
Evolves by: N/A

Strong Against: Fire, Ground, Rock

Weak Against: Water, Dragon, Electric, Grass

Able to Learn

TM 06 - Toxic
TM 07 - Horn Drill
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf



120 STARYU

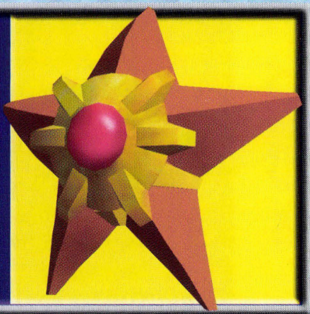
Type 1: Water
Type 2: N/A
Height: 2’ 07”
Weight: 76.0 lb

Pokédex Entry: As long as the center section is unharmed, it can grow back fully even if it is chopped to bits.

Evolution: Starmie
Evolves by: Water Stone

Strong Against: Fire, Ground, Rock
Weak Against: Water, Dragon, Electric, Grass

Able to Learn
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 03 - Surf
HM 05 - Flash



121 STARMIE

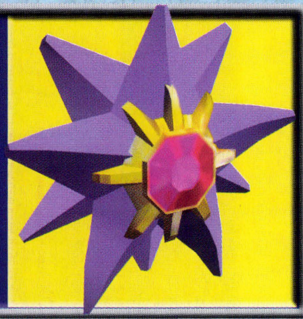
Type 1: Water
Type 2: Psychic
Height: 3’ 07”
Weight: 176.0 lb

Pokédex Entry: The center section is named the core. People think it is communicating when it glows in 7 colors.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Rock, Fighting, Poison
Weak Against: Bug, Water, Dragon, Electric, Grass, Psychic

Able to Learn
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 03 - Surf
HM 05 - Flash



122 MR. MIME

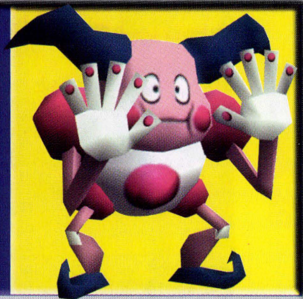
Type 1: Psychic
Type 2: N/A
Height: 4’ 03”
Weight: 120.0 lb

Pokédex Entry: Always practices its pantomime act. It makes enemies believe something exists that really doesn’t.

Evolution: N/A
Evolves by: N/A

Strong Against: Fighting, Poison
Weak Against: Bug, Psychic

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 50 - Substitute
HM 05 - Flash



123 SCYTHER

Type 1: Bug
Type 2: Flying
Height: 4’ 11”
Weight: 123.0 lb

Pokédex Entry: Leaps out of tall grass and slices prey with its scythes. The movement looks like that of a ninja.

Evolution: N/A
Evolves by: N/A

Strong Against: Grass, Poison, Psychic, Fighting, Bug
Weak Against: Electric, Rock, Ice, Fire, Fighting, Flying, Poison

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut

124 JYNX

Type 1: Ice
Type 2: Psychic
Height: 4’ 07”
Weight: 90.0 lb

Pokédex Entry: Appears to move to a rhythm of its own, as if it were dancing. It wiggles its hips as it walks.

Evolution: N/A
Evolves by: N/A

Strong Against: Dragon, Grass, Ground, Flying, Fighting, Poison
Weak Against: Bug, Psychic, Water, Fire, Fighting, Rock

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 40 - Skull Bash
TM 44 - Rest
TM 46 - Psywave
TM 50 - Substitute

125 ELECTABUZZ

Type 1: Electric
Type 2: N/A
Height: 3’ 07”
Weight: 66.0 lb

Pokédex Entry: If a major power outage occurs, it is certain that this Pokémon has eaten electricity at a power plant.

Evolution: N/A
Evolves by: N/A

Strong Against: Water, Flying
Weak Against: Ground, Electric, Grass, Dragon

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 50 - Substitute
HM 04 - Strength
HM 05 - Flash

126 MAGMAR

Type 1: Fire

Type 2: N/A

Height: 4' 03"

Weight: 98.0 lb

Pokédex Entry: Born in an active volcano. Its body is always cloaked in flames, so it looks like a big ball of fire.

Evolution: N/A

Evolves by: N/A

Strong Against: Grass, Ice, Bug

Weak Against: Fire, Water, Rock, Ground

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 35 - Metronome
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 46 - Psywave
TM 50 - Substitute
HM 04 - Strength

127 PINSIR

Type 1: Bug

Type 2: N/A

Height: 4' 11"

Weight: 121.0 lb

Pokédex Entry: Grips its prey in its pincers and squeezes hard! It can't move if it's cold, so it lives in warm places.

Evolution: N/A

Evolves by: N/A

Strong Against: Grass, Poison, Psychic

Weak Against: Fire, Fighting, Flying, Poison, Rock

Able to Learn
TM 03 - Swords Dance
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 17 - Submission
TM 19 - Seismic Toss
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 01 - Cut
HM 04 - Strength

128 TAUROS

Type 1: Normal

Type 2: N/A

Height: 4' 07"

Weight: 195.0 lb

Pokédex Entry: A rowdy Pokémon with a lot of stamina. Once running, it won't stop until it hits something.

Evolution: N/A

Evolves by: N/A

Strong Against: N/A

Weak Against: Rock, Fighting

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 31 - Mimic
TM 32 - Double Team
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 04 - Strength

129 MAGIKARP

Type 1: Water

Type 2: N/A

Height: 2' 11"

Weight: 22.0 lb

Pokédex Entry: Famous for being very unreliable. It can be found swimming in seas, lakes, rivers, and shallow puddles.

Evolution: Gyarados

Evolves by: Experience (Level 20)

Strong Against: Fire, Ground, Rock

Weak Against: Water, Grass, Dragon, Electric

Able to Learn
None

130 GYARADOS

Type 1: Water

Type 2: Flying

Height: 21' 04"

Weight: 518.0 lb

Pokédex Entry: Brutally vicious and enormously destructive. Known for totally destroying cities in ancient times.

Evolution: N/A

Evolves by: N/A

Strong Against: Fire, Ground, Fighting, Bug

Weak Against: Electric, Ice, Dragon, Electric

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 23 - Dragon Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength

131 LAPRAS

Type 1: Water

Type 2: Ice

Height: 8' 02"

Weight: 485.0 lb

Pokédex Entry: A gentle soul that can read the minds of people. It can ferry people across the sea on its back.

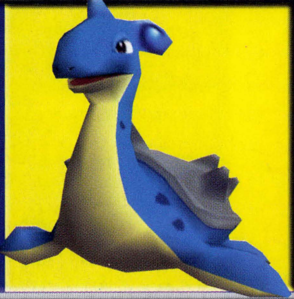
Evolution: N/A

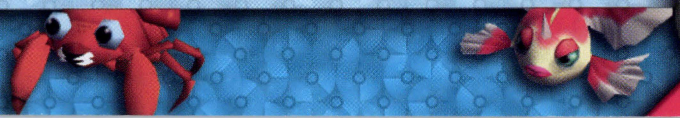
Evolves by: N/A

Strong Against: Dragon, Grass, Flying, Fire, Ground, Rock.

Weak Against: Water, Fire, Fighting, Rock, Grass, Dragon, Electric, Grass

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 22 - Solar Beam
TM 23 - Dragon Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 46 - Psywave
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength





132 DITTO

Type 1: Normal

Type 2: N/A

Height: 1' 0"

Weight: 9.0 lb

Pokédex Entry: When it spots an enemy, its body transforms into an almost perfect copy of its opponent.

Evolution: N/A

Evolves by: N/A

Strong Against: N/A

Weak Against: Rock, Fighting

Able to Learn

None

133 EEVEE

Type 1: Normal

Type 2: N/A

Height: 1' 00"

Weight: 14.0 lb

Pokédex Entry: Its genetic code is unstable, so it could evolve in a variety of ways. There are only a few alive.

Evolution: Vaporeon, Jolteon, Flareon

Evolves by: Water Stone (Vaporeon), Thunder Stone (Jolteon), Fire, Stone (Flareon)

Strong Against: N/A

Weak Against: Rock, Fighting

Able to Learn

TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute

134 VAPOREON

Type 1: Water

Type 2: N/A

Height: 3' 03"

Weight: 64.0 lb

Pokédex Entry: Its cell structure is similar to water molecules. It will melt away and become invisible in water.

Evolution: N/A

Evolves by: N/A

Strong Against: Fire, Ground, Rock

Weak Against: Water, Grass, Dragon, Electric

Able to Learn

TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

135 JOLTEON

Type 1: Electric

Type 2: N/A

Height: 2' 07"

Weight: 54.0 lb

Pokédex Entry: A sensitive Pokémon that easily becomes sad or angry. Every time its mood changes, it charges power.

Evolution: N/A

Evolves by: N/A

Strong Against: Water, Flying

Weak Against: Ground, Electric, Grass, Dragon

Able to Learn

TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 50 - Substitute
HM 05 - Flash

136 FLAREON

Type 1: Fire

Type 2: N/A

Height: 2' 11"

Weight: 55.0 lb

Pokédex Entry: It has a flame chamber inside its body. It inhales, then blows out fire that is over 3,000F degrees.

Evolution: N/A

Evolves by: N/A

Strong Against: Grass, Ice, Bug

Weak Against: Fire, Water, Rock, Ground

Able to Learn

TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double EdgeTM
15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute

137 PORYGON

Type 1: Normal

Type 2: N/A

Height: 2' 07"

Weight: 80.0 lb

Pokédex Entry: The only Pokémon people anticipate can fly into space. None has managed the feat yet, however.

Evolution: N/A

Evolves by: N/A

Strong Against: N/A

Weak Against: Rock, Fighting

Able to Learn

TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 05 - Flash

138 OMANYTE

Type 1: Rock
Type 2: Water
Height: 1' 04"
Weight: 17.0 lb

Pokédex Entry:
An ancient Pokémon that was recovered from a fossil. It swims by cleverly twisting its 10 tentacles about.

Evolution: Omastar
Evolves by: Experience (Level 40)

Strong Against: Fire, Ground, Rock, Ice, Flying, Bug
Weak Against: Electric, Fighting, Ground, Water, Grass, Dragon

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

139 OMASTAR

Type 1: Rock
Type 2: Water
Height: 3' 03"
Weight: 77.0 lb

Pokédex Entry:
Sharp beaks ring its mouth. Its shell was too big for it to move freely, so it became extinct.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Rock, Ice, Flying, Bug
Weak Against: Electric, Fighting, Ground, Water, Grass, Dragon

Able to Learn
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 19 - Seismic Toss
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

140 KABUTO

Type 1: Rock
Type 2: Water
Height: 1' 08"
Weight: 25.0 lb

Pokédex Entry:
A Pokémon that was recovered from a fossil. It uses the eyes on its back while hiding on the sea floor.

Evolution: Kabutops
Evolves by: Experience (Level 40)

Strong Against: Fire, Ground, Rock, Ice, Flying, Bug
Weak Against: Electric, Fighting, Ground, Water, Grass, Dragon

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

141 KABUTOPS

Type 1: Rock
Type 2: Water
Height: 4' 03"
Weight: 89.0 lb

Pokédex Entry:
A slim and fast swimmer. It slices its prey with its sharp sickles and drinks the body fluids.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ground, Rock, Ice, Flying, Bug
Weak Against: Electric, Fighting, Ground, Water, Grass, Dragon

Able to Learn
TM 02 - Razor Wind
TM 03 - Swords Dance
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 19 - Seismic Toss
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 40 - Skull Bash
TM 44 - Rest
TM 50 - Substitute
HM 03 - Surf

142 AERODACTYL

Type 1: Rock
Type 2: Flying
Height: 5' 11"
Weight: 130.0 lb

Pokédex Entry:
A savage Pokémon that died out in ancient times. It was resurrected using DNA taken from amber.

Evolution: N/A
Evolves by: N/A

Strong Against: Fire, Ice, Flying, Grass, Fighting, Bug
Weak Against: Electric, Bug, Fighting, Ground, Water, Grass

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 23 - Dragon Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 43 - Sky Attack
TM 44 - Rest
TM 50 - Substitute
HM 02 - Fly

143 SNORLAX

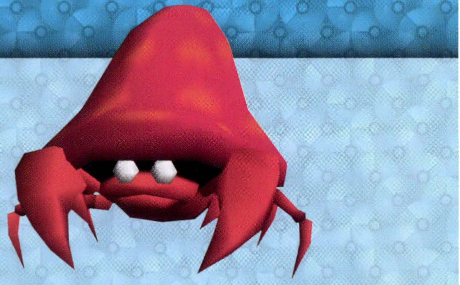
Type 1: Normal
Type 2: N/A
Height: 6' 11"
Weight: 1014.0 lb

Pokédex Entry:
Will eat anything, even if the food happens to be a little moldy. It never gets an upset stomach.

Evolution: N/A
Evolves by: N/A

Strong Against: N/A
Weak Against: Rock, Fighting

Able to Learn
TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 29 - Psychic
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 46 - Psywave
TM 48 - Rock Slide
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength



144 ARTICUNO

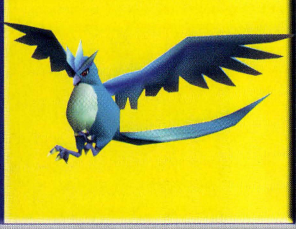
Type 1: Ice
Type 2: Flying
Height: 5' 7"
Weight: 122.0 lb

Pokédex Entry:
A legendary bird Pokémon. It freezes water that is contained in winter air and makes it snow.

Evolution:
N/A
Evolves by:
N/A

Strong Against:
Grass, Fighting, Bug, Ground, Flying, Dragon
Weak Against:
Electric, Ice, Rock, Water, Fire, Fighting, Bug

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 43 - Sky Attack
TM 44 - Rest
TM 50 - Substitute
HM 02 - Fly



145 ZAPDOS

Type 1: Electric
Type 2: Flying
Height: 5' 3"
Weight: 116.0 lb

Pokédex Entry:
This legendary bird Pokémon is said to appear when the sky turns dark and lightning showers down.

Evolution:
N/A
Evolves by:
N/A

Strong Against:
Grass, Fighting, Bug, Water, Flying
Weak Against:
Electric, Ice, Rock, Grass, Dragon, Ground

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 43 - Sky Attack
TM 44 - Rest
TM 45 - Thunder Wave
TM 50 - Substitute
HM 02 - Fly
HM 05 - Flash

146 MOLTRES

Type 1: Fire
Type 2: Flying
Height: 6' 7"
Weight: 132.0 lb

Pokédex Entry:
A legendary bird Pokémon. As it flaps its flaming wings, even the night sky will turn red.

Evolution:
N/A
Evolves by:
N/A

Strong Against:
Grass, Ice, Fighting, Bug
Weak Against:
Electric, Ice, Rock, Water, Rock, Dragon, Ground

Able to Learn
TM 02 - Razor Wind
TM 04 - Whirlwind
TM 06 - Toxic
TM 09 - Take Down
TM 10 - Double Edge
TM 15 - Hyper Beam
TM 20 - Rage
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 43 - Sky Attack
TM 44 - Rest
TM 50 - Substitute
HM 02 - Fly

147 DRATINI

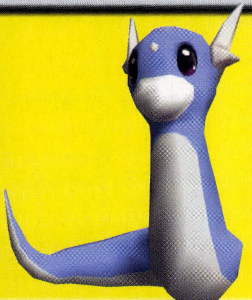
Type 1: Dragon
Type 2: N/A
Height: 5' 11"
Weight: 7.0 lb

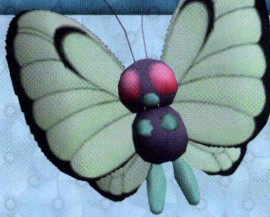
Pokédex Entry:
The existence of this mythical Pokémon was only recently confirmed by a fisherman who caught one.

Evolution:
Dragonair
Evolves by:
Experience (Level 30)

Strong Against:
Dragon
Weak Against:
Ice, Dragon

Able to Learn
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 23 - Dragon Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 50 - Substitute
HM 03 - Surf





148 DRAGONAIR

Type 1: Dragon

Type 2: N/A

Height: 13' 1"

Weight: 36.0 lb

Pokédex Entry: According to a witness, its body was surrounded by a strange aura that gave it a mystical look.

Evolution: Dragonite

Evolves by: Experience (Level 55)

Strong Against: Dragon

Weak Against: Ice, Dragon

Able to Learn

TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 20 - Rage
TM 23 - Dragon Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 50 - Substitute
HM 03 - Surf

149 DRAGONITE

Type 1: Dragon

Type 2: Flying

Height: 7' 3"

Weight: 463.0 lb

Pokédex Entry: It is said that this Pokémon lives somewhere in the sea and that it flies. However, it is only a rumor.

Evolution: N/A

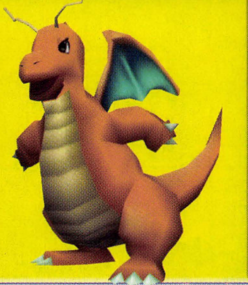
Evolves by: N/A

Strong Against: Grass, Fighting, Bug, Dragon

Weak Against: Ice, Electric, Rock, Dragon

Able to Learn

TM 02 - Razor Wind
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 20 - Rage
TM 23 - Dragon Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 50 - Substitute
HM 03 - Surf
HM 04 - Strength



150 MEWTWO

Type 1: Psychic

Type 2: N/A

Height: 6' 07"

Weight: 269.0 lb

Pokédex Entry: Its DNA is almost the same as Mew's. However, its size and disposition are vastly different.

Evolution: N/A

Evolves by: N/A

Strong Against: Fighting, Poison

Weak Against: Bug, Psychic

Able to Learn

TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 22 - Solar Beam
TM 24 - Thunderbolt
TM 25 - Thunder
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 38 - Fire Blast
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 49 - Tri Attack
TM 50 - Substitute
HM 04 - Strength
HM 05 - Flash

151 MEW

Type 1: Psychic

Type 2: N/A

Height: 1' 4"

Weight: 9.0 lb

Pokédex Entry: When viewed through a microscope, this Pokémon's short, fine, delicate hair can be seen.

Evolution: N/A

Evolves by: N/A

Strong Against: Fighting, Poison

Weak Against: Bug, Psychic

Able to Learn

TM 01 - Mega Punch
TM 02 - Razor Wind
TM 03 - Swords Dance
TM 04 - Whirlwind
TM 05 - Mega Kick
TM 06 - Toxic
TM 07 - Horn Drill
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 11 - Bubble Beam
TM 12 - Water Gun
TM 13 - Ice Beam
TM 14 - Blizzard
TM 15 - Hyper Beam
TM 16 - Pay Day
TM 17 - Submission
TM 18 - Counter
TM 19 - Seismic Toss
TM 20 - Rage
TM 21 - Mega Drain
TM 22 - Solar Beam
TM 23 - Dragon Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 26 - Earthquake
TM 27 - Fissure
TM 28 - Dig
TM 29 - Psychic
TM 30 - Teleport
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 35 - Metronome
TM 36 - Self-Destruct
TM 37 - Egg Bomb
TM 38 - Fire Blast
TM 39 - Swift
TM 40 - Skull Bash
TM 41 - Softboiled
TM 42 - Dream Eater
TM 43 - Sky Attack
TM 44 - Rest
TM 45 - Thunder Wave
TM 46 - Psywave
TM 47 - Explosion
TM 48 - Rock Slide
TM 49 - Tri Attack
TM 50 - Substitute
HM 01 - Cut
HM 02 - Fly
HM 03 - Surf
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HM 05 - Flash

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#099	Kingler	Water	N/A	132
#109	Koffing	Poison	N/A	134
#098	Krabby	Water	N/A	132
#131	Lapras	Water	Ice	137
#108	Lickitung	Normal	N/A	134
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#067	Machoke	Fighting	N/A	127

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#032	Nidoran (M)	Poison	N/A	121
#030	Nidorina	Poison	N/A	121
#033	Nidorino	Poison	N/A	121
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#047	Parasect	Bug	Grass	123
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#018	Pidgeot	Normal	Flying	119
#017	Pidgeotto	Normal	Flying	118
#016	Pidgey	Normal	Flying	118
#025	Pikachu	Electric	N/A	120
#127	Pinsir	Bug	N/A	137
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#061	Poliwhirl	Water	N/A	126
#062	Poliwrath	Water	Fighting	126
#077	Ponyta	Fire	N/A	128
#137	Porygon	Normal	N/A	138
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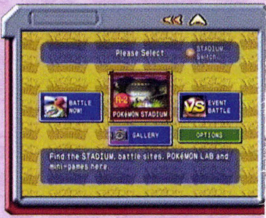
POKÉMON STADIUM SECRETS

SECRET: R-2 MODE

Win the battle against Mewtwo after completing all of Stadium Mode Round 1 (R-1) and you will see the final credits sequence, which will unlock the harder R-2 Mode and all new battles. You can toggle between R-2 and R-1 Mode at the start-up screen.



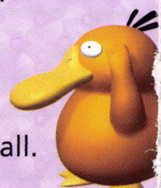
Find the STADIUM, battle sites, POKéMON LAB and mini-games here.

SURFING PIKACHU

Use Pikachu as one of the three battling Pokémon though all of Round 2 (R-2), Prime Cup, Masterball. This Pikachu must be from a player's Game Boy Game Pak, it cannot be a rental Pikachu. This Pikachu may not be part of a registered set on the game. The player is not allowed to use any continues. The event will not occur if the Pikachu already knows "Surf."

AMNESIA PSYDUCK

Get all 151 Pokémon into the Hall of Fame as statues. The statues of the Pokémon are placed in the Hall of Fame when they are used to complete an area of the game, such as the final battles of the Gym Leader Castle, the Poké Cup Masterball, or Prime Cup Masterball.



BONUS STICKERS

After "beating the game," the player will have access to some special stickers, which can be printed at a Pokémon Snap station. The player must beat MEWTWO at the end of Round 2 (R-2). After this task is accomplished, the player should go to the Gallery, then hold down the L and R Buttons and move the cursor to "Print." At this point, the "Print" will change to "Bonus" and the player can select it to print out a sheet of stickers, which show 16 different pictures, including the two title screen backgrounds.

HALL OF FAME SECRET

Fill every Statue space with a Pokémon in the Victory Palace to get a nonprintable poster of all 151 Pokémon. If you don't have Mew, you'll have to rent it for the R-2 Master Cup.

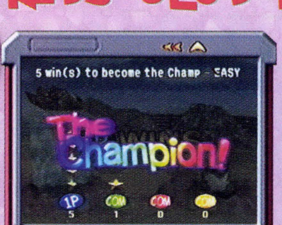
ALTERNATE POKÉMON COLORS

You may notice that some of the Pokémon that appear in *Pokémon Stadium* have different colors. The secret to these mysterious colorings lies in the names you give your Pokémon when you catch them (you can also change them in the registry office in Lavender Town). For example, name your Dugtrio **DUGSTOR** (written in all caps), and its body color will be a different shade of brown. Want a Rhyhorn with a blue mouth? Name it **rhyhorn** (all lowercase letters). There are many hidden color schemes in *Pokémon Stadium*. The best way to uncover them is to closely watch your computer opponents and remember their names if their coloring looks unusual.

GB TOWER UPGRADES

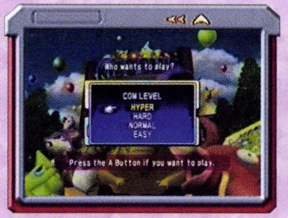
There are two secret upgrades to the GB Tower Mode hidden in *Pokémon Stadium*. For the first one, Doduo GB Tower, all you have to do is beat the Poké Cup. Once you have won all the Poké Cup tournaments, the GB Tower changes into Doduo GB Tower, and a Doduo sticker appears on the Game Boy. The Doduo upgrade doubles the speed of the gameplay when playing the Game Boy game on your N64! The second secret is an even higher speed upgrade called Dodrio GB Tower. To get it, you need to beat the Prime Cup (after you have already beaten the Poké Cup).

KIDS CLUB HYPER MODE



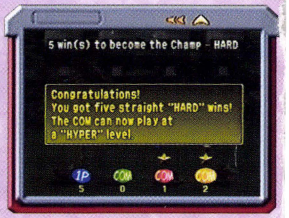
5 win(s) to become the Champ - EASY

In one-player mode (three computer-controlled opponents), beat "Who's the best?" five consecutive times on Hard difficulty within one match. Once you accomplish this, "Hyper" will be added as a new difficulty setting for AI-controlled players. Remember, you must attain five *consecutive* wins—if the computer beats you even once before you've won five times, you must start over!



Who wants to play?

Press the A Button if you want to play.



5 win(s) to become the Champ - HARD

Congratulations!
You got five straight "HARD" wins!
The COM can now play at
a "HYPER" level.

ATTENTION ALL POKÉMON TRAINERS!

POKéMON™ STADIUM

Are your Pokémon strong enough to compete against the best Pokémon Trainers of all? It's time to find out in the greatest, most grueling Pokémon challenge yet! Round up your top Pokémon, 'cause with this essential guide, you'll be the Pokémon Master to beat!

DON'T STOP 'TIL YOU REACH THE TOP!

MEWTWO
100 OK
HP 372/372
ENG-ARG
100 OK
HP 305/305

- **Expert Tactics**—Defeat every type of Pokémon, win every Cup, beat every game mode and trainer, and much more!

MEWTWO
100 OK
HP 248/372
poliwrath
100 OK
HP 115/365

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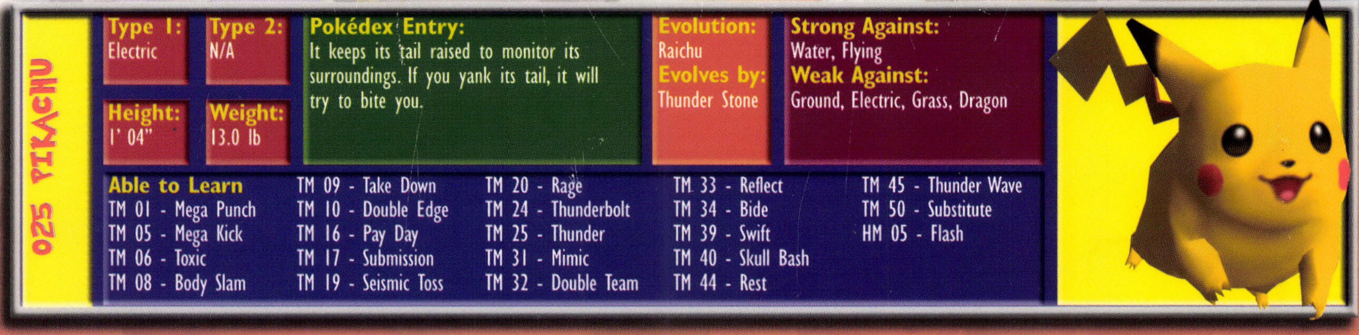
- **Detailed, Easy-to-Use Stats for All Trainers and Their Pokémon**—Be prepared for every possible challenger!

- **Plus, Full Pokédex, Super-Useful Quick Reference Charts, Complete Mini-Game Strategy, Every Secret, and MORE!**



025 PIKACHU

Type 1: Electric

Type 2: N/A

Height: 1' 04"

Weight: 13.0 lb

Pokédex Entry: It keeps its tail raised to monitor its surroundings. If you yank its tail, it will try to bite you.

Evolution: Raichu

Evolves by: Thunder Stone

Strong Against: Water, Flying

Weak Against: Ground, Electric, Grass, Dragon

Able to Learn

TM 01 - Mega Punch
TM 05 - Mega Kick
TM 06 - Toxic
TM 08 - Body Slam
TM 09 - Take Down
TM 10 - Double Edge
TM 16 - Pay Day
TM 17 - Submission
TM 19 - Seismic Toss
TM 20 - Rage
TM 24 - Thunderbolt
TM 25 - Thunder
TM 31 - Mimic
TM 32 - Double Team
TM 33 - Reflect
TM 34 - Bide
TM 39 - Swift
TM 40 - Skull Bash
TM 44 - Rest
TM 45 - Thunder Wave
TM 50 - Substitute
HM 05 - Flash

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ISBN 1-56686-974-9

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